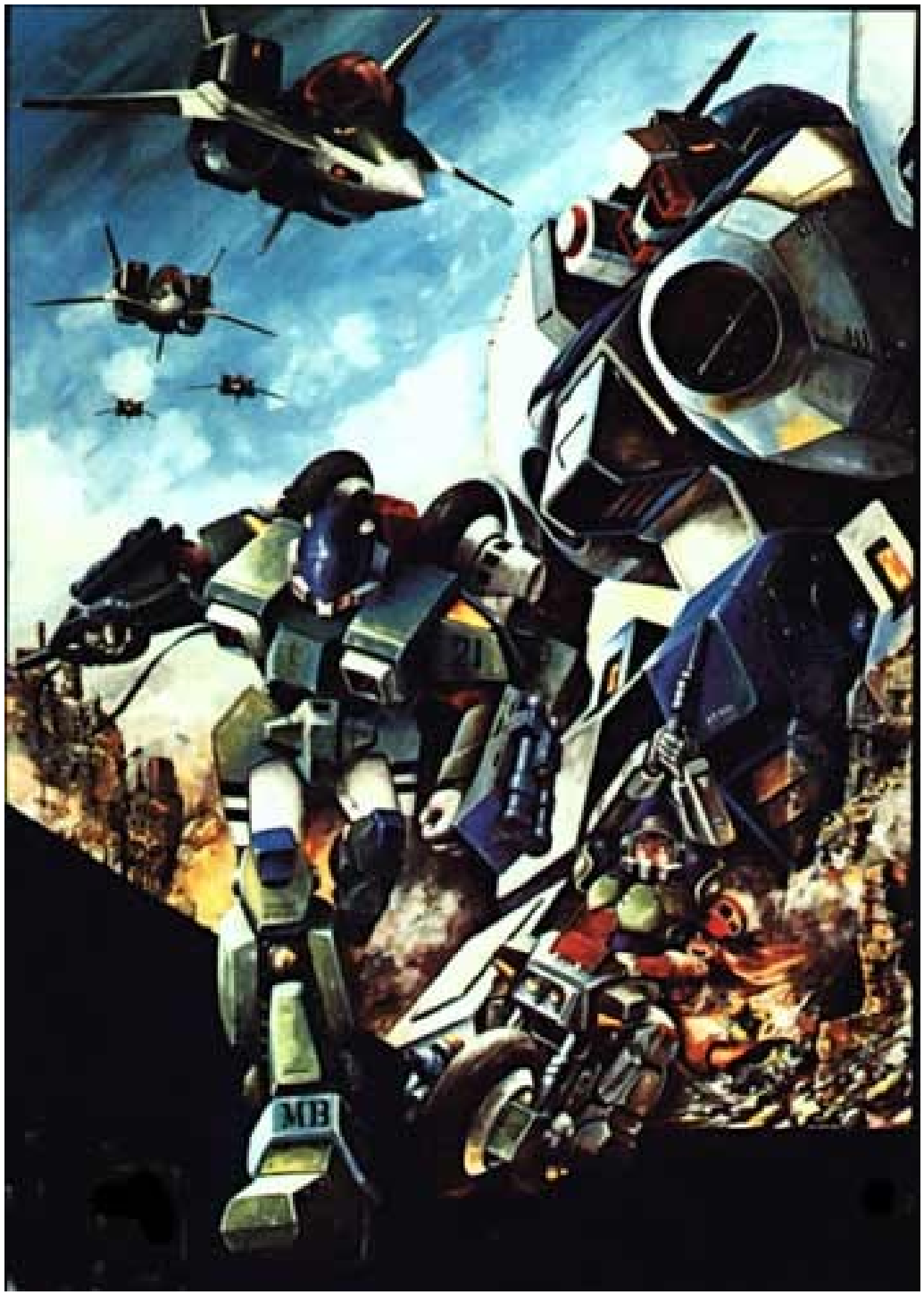
Sourcebook 7
Genesis Climber
MOSPEADA



About this book

This is the seventh sourcebook for Macross 2050. Although Mospeada originally had nothing to do with Macross, they have been irrevocably tied together by the butchery of Carl Macek that is known as RoboTech. Genesis Climber MOSPEADA (pronounced moss-pee-dah) became the third chapter of the RoboTech saga (The New Generation arc). Mospeada is property of Tatsunoko Productions & Artmic Studios. As with my Macross 2050 RPG, this is fan work and not intended as a copyright infringement.

Chapters

Preface
Chapter 1 – Mospeada
Chapter 2 – Equipment
Chapter 3 – Mecha, Vehicles & Capital Ships
Chapter 4 – The Inbit
Chapter 5 – Inbit Mecha & Capital Ships
Chapter 6 – Evolution
Chapter 7 – NPCs
Chapter 8 – Into Macross

Preface

The third saga of Robotech, "The New Generation" was adapted from the Japanese show Genesis Climber Mospeada [Kikô sôseiki Mospeada], which actually didn't fare too well in Japan due to a horrible time slot on Sunday morning. Mospeada obviously borrowed a lot of ideas from Macross (transformable mecha, an idol singer, alien invaders, and so forth) but like Southern Cross, was not related to Macross in any way story-wise. It is also interesting to note that several of the voice actors from Macross played the voices of some of the Mospeada characters, and that many of the mecha were also designed by Mikimoto. Although Mospeada didn't do so hot in terms of ratings, it did well enough to have a short sequel called, "Love, Live, Alive.", which served as an epilogue to the original series and was set to music, much like the Macross epilogue "Flashback 2012." Based on the amount of design sketches that weren't shown, it seems this show was cut short by as much as a dozen episodes.

Mospeada took place in a time when aliens had conquered the people of Earth for a generation. While the people of Earth were under the control of their alien attackers, the Inbit, there were human forces on Mars who tried to reclaim the Earth in a giant invasion of their home planet. Unfortunately most of the forces were destroyed by the Inbit, but a lone soldier, Stick Bernard survived the attack while losing his girlfriend in the battle. He then teamed up with freedom fighters he meets on Earth to take on the Inbit in hopes of one day freeing his planet of their presence. Together they battle the Inbit constantly, making their way closer to the Inbit Refles.

Chapter 1 – Mospeada

The Earth of Mospeada before the series was much like our own, uneasy peace that for the moment at least has not blossomed into full scale war. The environment was heavily polluted and with quickly disappearing oil reserves, scientists scrambled to find a replacement energy source. They found it in hydrogen, the most common element in the

universe. Burning similar but better than gasoline, liquid hydrogen became the fuel of choice for most low cost power generation. The use of hydrogen as a fuel had long being in used with space craft, and this massive increase in it's use also expanded space technology. Soon after the new millennium, a large base was built on the moon and humanity made it's first steps on the red planet, Mars. These colonies became the new frontier and many fled the overcrowded Earth to start again. This push to start anew and become separate from Earth was most strong on Mars, who because of the distance from the mother planet slowly felt less and less a link. Mars Base quickly declared independence from Earth and began enlarging it's military for the war sure to come. The more advanced Mars Base technology base gave them a big advantage and helped to insure it's victory. But like before, warfare stopped and life went on as normal.

In the year 2050, however, that all changed when the solar system was invaded by aliens called the Inbit. Appearing in an instant as beams of pure energy, their arrival ravaged the planet before the aliens were even sighted. At first they appeared to resemble giant metallic bugs, but these were only mechanized armor which the aliens moved about in. This mecha could move and react as fast as a human, fly and featured heavy armor that only tanks could get through. Unable to fight the Inbits effectively, the Earth based militaries and the countries they protected were defeated by the aliens' might. A few limited shuttles and space ships escaped racing first for the Moon and then Mars Base. After the troops from the Moon failed to return after attacking the alien invaders, Mars Base expected the invaders to come after them. But the attack never came, the Inbit only interested in the planet they had captured. At first Mars Base sent their best military units to see if they could make any head way against the aliens, but suffered the same fate as the rest.

Mars Base turned into a military machine almost overnight, with almost all resources going into the reclamation of Earth. With some of the most advanced technology available, Mars Base scientists began to develop ways to defeat the aliens. By 2080, the children of the soldiers that went to Earth are the next generation of Mars Base troops and are armed with their own mecha. The Mars Base mecha was transformable between a vehicle mode for speed and a humanoid form for combat. This assault is only slightly more successful then the one thirty years ago. Three years later Mars Base launches the Second Earth Recapture Force, consisting of hundreds of ships and mecha. Among them is the 21st Armored Division, commanded by Lt. Commander Stick Bernard. Though they fought valiantly, the Mars Base troops are defeated with heavy losses. During the battle Stick's fiancée Marlene Rush, is killed and his Legioss crash lands in South America. Turning his sorrow and anguish over Marlene's death into revenge, Stick begins his long trek north to destroy Reflex Point, the Inbit's main hive.

Along the way, Stick encounters several charismatic individuals who have been waging their own one-man wars against the Invid. Ray; a cocky idealistic wanderer, Yellow Belmont; a former Mars Base pilot disguising himself as a female pop singer known as Yellow, Houquet et Rose; a tough lone wolf, Jim Warston; a mecha mechanic who hates war, Aisha; who is actually a Solugi stage Inbit with no memory of her past and that reminds Stick of his dead fiancée, and Mint; a young girl who always causes trouble for the group. The group's members become more than soldiers, they become close friends, almost a family.

Character Creation

Mospeada characters use the basic templates from Macross, only changing the affiliation as needed. The skills, perks, talents and complications are largely unchanged, except for what groups they apply to.

Notable Changes

Spiritia (Stat) – This is ignored outright; there was no sign of any spiritia powers in this series, nor anything resembling them.

Language (Skill) – The earth of Mospeada doesn't suffer the same degree of annihilation as seen in Macross, and thus almost all of the earth languages still exist. The Inbit have their own language consisting of blurbs and garbled noises. Solugi Inbit seem to intuitively learn English (or the most common earth language around them) after a few days of exposure.

Mecha Pilot (Skill) – This skill must be taken separately for each type of mecha.

Legioss	Tread
Mospeada	Inbit Mecha (not available to humans)
Inbit Gosu	

Rank (Perk) – Cost is 4 OP per rank for members of the Mars Forces, and uses the UN Army enlisted and officer lists. Resistance forces use the Anti-UN costs.

Membership (Perk) – Cost is 3 OP per rank for Mars Forces, and 1 OP per rank for resistance members. Membership for gangs remains unchanged, and corporations are less available, so they cost +2 OP more per rank.

Solugi Inbit (Perk) – Cost is 10 OP. While on many facets the character is human, with human emotions and psychology, their biology is in fact Inbit; they have green blood and have an empathic rapport with any non-Solugi Inbit (+5 any non-threatening social roll). As long as you do not make threatening actions to an Inbit that isn't free-willed, they won't attack you. This Perk requires GM's permission.

Psionics – The Inbit can communicate telepathically with other members of their race, as well as sensing when other Inbit are nearby. All Inbit have PSI/Telepathy 1 and are limited to Telepathic Send and Psi Sense. Solugi Inbit can increase their abilities as normal. (see Sourcebook 8, Chapter 14 for details).

Resistance Fighter – While some characters may be trained military personnel, many such as Ray and Houquet are civilians fighting against the Inbit. Such individuals should use the following template:

Inbit Resistance Fighter

This template covers basic civilians who take up arms against the Inbit domination. They lack the training in mecha that is available to military.

Skills: Automatic Weapons, Dodge & Evade, Wilderness Survival, Demolitions, Streetwise, choice of Hand-to-Hand, Melee, Brawling

Chapter 2 – Equipment

This covers equipment available from the Mars reclamation forces as well as stuff that was already on earth at the time of the invasion.

Armor: CVR2-M, CVR2-F, CVR3-M, CVR3-F
Weapons: Gallant H90

CVR-2 Armor

The CVR-3 Riding Suit owes much to the earlier CVR-2. For the most part the CVR-2 looks like a more rounded version of the CVR-3, featuring the same combination of hard and soft armor. The CVR-2 lacks the Ride Armor connection points of the later armor, features a non-clam shell style of helmet and can stand less abuse in the field.

The CVR-2 has all but disappeared from the battlefield with the proliferation of Ride Armor units among all sections of the Mars Base military. CVR-2 armor can still be found in limited use with resistance groups.

The CVR-2 armor has the following features:

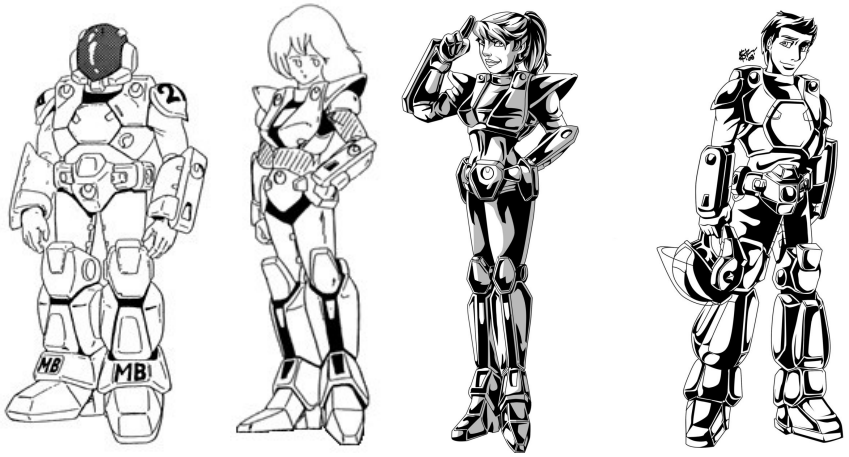
- Filter and independent Oxygen supply, 30 minutes maximum with filter and 5 minutes with internal Oxygen alone.
- Radio microphone and speakers in the helmet
- Helmet with variable-tint polarized polycarbon enclosed faceplate.
- -M variant has SP 25 and 30 SDP while -F variant has SP 25 and 25 SDP. The ballistic undershirt has SP 10.

Weight: 9.7 kg –M or 8.1 kg –F

CVR-3 Armor

The CVR-3 Riding Suit is the next generation of Mars Base combat armor and was developed to offer improved protection over the CVR-2 and to be compatible with

the new Ride Armor mecha. The most notable feature is the armored telescoping boots, which form the lower legs of the mecha in Armor mode. They were designed to increase the pilot's stride in and to attach to the Ride Armor's frame and servos, removing the need for the pilot to support the heavy weapons system with his own strength. The CVR-3M is standard issue for male soldiers and features sturdier leg servos to support the heavier VR-040 and VR-052 Ride Armors. The CVR-3F female version features less servo support as less is needed with the lighter VR-038 Bartley Ride Armor.



The CVR-3 armor can stop most small arms and rifle fire and moderate protection against heavy weaponry and Inbit energy attacks. Vulnerable areas of the armor are the upper arms and a small part of the abdomen and back, which are protected by a ballistic under shirt. The armor consists of a light clamshell helmet, a breastplate (front and back) with shoulder guards, forearm guards, a groin harness, light thigh armor, and heavy greaves. While the CVR armor is not environmentally sealing, it can be made so with a specific body glove worn underneath.

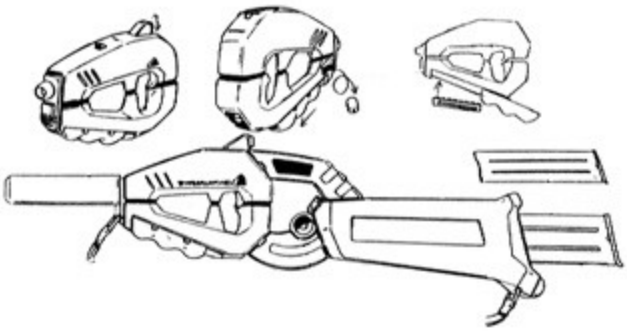
The CVR-3 armor has the following features:

- Filter and independent Oxygen supply, 30 minutes maximum with filter and 5 minutes with internal Oxygen alone.
- Radio microphone and speakers in the helmet
- Helmet with variable-tint polarized polycarbon clamshell style faceplate.
- -M variant has SP 25 and 40 SDP while -F variant has SP 25 and 35 SDP. The ballistic undershirt has SP 15.

Weight: 11.2 kg –M or 9.6 kg –F

Mars Gallant H-90

This weapon can function as a modular energy pistol with a detachable rifle stock with extended energy clip. This functions as an energy pool weapon; the base clip provides has 8 capacitors, while the rifle clip provides 48 anti-mecha shots (cannot fire lesser shots with the rifle parts attached).



Weight: 0.7 kg (3.2 kg with rifle clip), Length: 28 cm (120 cm with rifle stock and barrel), CP 25
Anti-personnel: +1 WA, 2d6 Hits, Range 200m, 3 shots per capacitor
Anti-armor: +1 WA, 6d6 Hits, Range 200m, 1 shot per capacitor
Anti-mecha: +1 WA, 1K, Range 15 (900m), Clip 48, requires extended stock clip

Wolf Laser Pistol

The Wolf pistol was the standard infantry pistol used by Mars Base at the time of the First Earth Recapture Mission. Affectionately referred to as the 'Staple gun', to reduce the size of the weapon the bulky energy clip was mounted in the lower front of the pistol, snapping into the trigger guard.

It is a good weapon against human foes, but poor when used against the armor of most Inbit and eventually the Wolf gave way to the Gallant, which had all the features of the Wolf and could be converted into a powerful rifle. The Wolf is everywhere, millions arriving with the Mars Base forces, a common sight where human life can be found.
Weight: 1.6kg Length: 19cm
+1 WA, Range ?, 2d6 Hits, Clip: 20

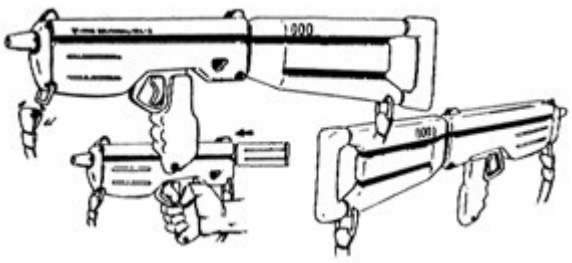
SAL-9 Semi-Automatic Laser Pistol

Though Mars Base forces was happy with the Wolf side-arm series they employed, a need was seen for a more potent laser pistol that had a much higher chance of damaging Inbit mecha. The SAL-9 was developed as a highly accurate armor-piercing pistol, trading a wider destructive bolt for a thinner, more longer ranged shot that could burn through most forms of armor. Internally it was reasonably similar to the Wolf pistol in the rear half, with the front section of the SAL-9 consisting of a complex set of focusing mirrors and cooling baffles. The weapon was powered by energy clip stored in the grip.

More accurate over a distance than the Wolf, the pistol could be used as an impromptu sniping weapon in skilled hands. At shorter ranges the SAL-9 offered little advantage, was very heavy and clunky for its size and never saw wide use outside of special forces units. It was largely replaced by the Mars Gallant, which has a detachable barrel that offers the same features as the SAL-9, but is still in common use by most resistance forces.
Weight: 1.8kg Length: 21cm
+1 WA, Range ?, 3d6 Hits, AP, Clip 15

FAL-2 Full-Automatic Laser Sub-Machine Gun

The FAL-2, like the SAL-9, was created in response to the need for Mars Base forces to develop potent energy weapons for its infantry, in this case an energy weapon capable of firing full-auto bursts. Short and



sturdy, the FAL-2 was a powerful weapon, not only against unarmored humans, but against light armor as well. A unique feature of the FAL-2 was that it could also use the SAL-9's clip, or a rifle-stock that contained its own dedicated power pack.

In addition, this capability was in large part the inspiration for the Mars Gallant. The FAL-2 has been largely replaced by the Mars Gallant, which in rifle mode can also fire bursts, but still remains in heavy use with most Resistance groups.

Weight: 2.7kg Length: 48cm

+1 WA, Range ?, 3d6 Hits, BV4, Clip 25 (SAL-9) or 50 (rifle clip)

Wolverine Assault Rifle

The Wolverine is an example of the standard assault rifles in use when the Inbit first invaded the Earth. Compact and about the size of sub-machine gun, it is an accurate, low recoil weapon featuring a 120 round magazine. While it was popular with most troops, it was not that useful against the Inbit. Its heavy armor piercing ammunition was more than capable of perforating all human personal armors, though it had little success with even the weakest Inbit armor.

The Wolverine gave way to the Mars Base FAL-2 and then the Gallant as the main infantry weapon of Mars Base troops. The Wolverine is very common with most towns, resistance units and bandit groups.

Weight: 8.6kg Length: 62cm with stock

+0 WA, Range ?, 4d6 Hits, AP, BV4, Clip 120

RL-1 Anti-Tank Rocket Launcher

Resembling the old Soviet RPG from the 20th century, the RL-1 carries a powerful and longer-range missile, capable of crippling or even destroying smaller Inbit mecha with a single shot. With the introduction of Ride Armors, it fell into disuse in favor of its successor, the RL-6, which was smaller, easier to use, and had a larger capacity of six guided missiles. Still a common sight with bandits and the Resistance, it becomes rarer every day as its supplies of missiles slowly dry up.

Weight: 7.3kg Length: 92cm

+1 WA, Range ?, 3K, Clip 1

Cobalt Limpet Mine

The Cobalt Limpet mine is the standard explosive device used by Mars Base forces. The explosives, detonation device and timer, with digital readout, are all contained in the sturdy metal casing. The timer can be set for up to 60 minutes and stopped up 5 seconds before detonation. An adhesive pad on the back can allow the mine to be attached to almost every surface and height.

Common among former Mars Base military resistance units or those who commonly raid crashed ships, most other forces create their own homemade explosives and bombs.

Weight: 2.3kg Length: 30cm
+0 WA, Range -, 5K

M312SC Military recording camera

This is used for archival and reconnaissance in battlefield environments. Camera set includes IR-illuminator, and night-vision capability on a high-resolution wide-bandwidth CCD chip and six low-resolution narrow-band CCDs for full optical, near- and far-IR, and UV color imaging. Camera is capable of digitally storing thirty minutes of footage at highest resolution, or twelve hours at the lowest. Unit is also capable of three-color hard-copy production of single frames. Camera mounts to the right shoulder hardpoint in all modes. When used with a Mospeada Ride Armor, it is given a -C designation.

Chapter 3 – Mecha, Vehicles & Capital Ships

This chapter covers the mecha and ships of the Mospeada story.

Tech Manual Notes

The mecha from Mospeada use a good portion of the same technology as found in the Macross 2050 Tech Manual for ease of references. However, there are a few technologies and "house rules" not used from Macross.

Fuel – The mecha of Mospeada do have fuel listings. However, instead of listing a range, they have a maximum operating time for their liquid hydrogen fuel packs. For the sake of simplicity, fuel is not covered in the mecha construction cost process (just remember to replace the fuel cells as needed). Fuel cells cost 1 CP per individual unit.

Mospeada – Mospeada units use standard Mekton Zeta Plus costs (x0.35 for transformable motorcycle).

Engines – The mecha in Mospeada use standard costs and information for all engine types as listed in Mekton Zeta Plus. Mecha have typical "hot" fusion engines; the HBT cells are just a quick and easy way of "refueling" mecha.

Hardpoints and Missiles – Only the AB-01 Tread has wing-mounted hardpoints. Each hardpoint can load different numbers of various missiles depending on the type and which hardpoint. Not all hardpoints are required to have the same payload, but are usually matched with the opposing wing at the least.

Diamondback: 8 per inner hardpoint, 7 per mid hardpoint, 6 per outer hardpoint
Buckshot: 16 per inner hardpoint, 14 per mid hardpoint, 12 per outer hardpoint
Standoff: 1 per hardpoint

Internal Bomb Bay – The Tread can carry 4000kg of internal ordinance, typically in one of the following payloads:

8x LRM

16x HE Laser Guided Bomb
8x 500kg Cluster Bomb

Missiles
Micromissiles – +1 WA, Range 32, 3K, CMV, CP 2.1
Hammerhead SRM – +1 WA, Range 64, 5K, AP, CP 13
Coralsnake SRM – +1 WA, Range 64, 6K, CP 3.9
Buckshot SRM – +2 WA, Range 64, 6K Countermissile, CP 2.88
Diamondback IRM – +1 WA, Range 1200, 7K, Blast 1, CP 19.11
Nuclear "Stand Off" Missile – +2 WA, Range 1200, 20K, Blast 20, Nuclear, CP 256,000
HE Laser Guided Bomb – +1 WA, Range 64, 5K, Blast 1, CP 9.75
Cluster Bomb – +0 WA, Range 32, 5K, Blast 4, CP 9
The Coralsnake missiles are only available on the Mars Base.

Mospeada Weapon Packages

The Mospeada is considered a roadstriker scale mecha, and has Hits based structure and armor. The Mospeada weapon packages are Mekton scale weapons that are roadstriker sized for use. Rather than overcomplicate the construction costs based on weapon package, simply add the cost of the weapon package to the Mospeada model in question. Thus, a VR-052H would be 137 CP (93 for the VR-052 and 44 for a pair of CADS-1 weapon packages).

This rule includes the VR-041 Blowsperior's GR-103 chest missile launchers. They are considered standard Mekton scale micromissiles. Costs are already converted.

Standard Weapons and Systems

HBT Stealth

This system masks the HBT signature from being detected by Inbit sensors. This masking system can be applied to both mecha and capital ships, and functions identically as Stealth in Mekton (multiplier x0.2). What this system does is shield the energy signature of the powerful HBT engines from Inbit sensors, making the engines register as "powered down" to them. The mecha is still visible to all other forms of sensors, which fortunately the Inbit don't seem to use.

Units with this system are painted in a black and gray scheme and are called "dark" (i.e. Dark Legioss or Dark Mospeada). This system can also be installed on capital ships.

EP-13 80mm Beam Gatling Gun

EP-13 is the Legioss's primary weapon system in Armo-Solider mode, firing 170 rounds per minute in full automatic mode, also capable of firing all three barrels simultaneously in semiautomatic mode at approximately one shot per second, with its own dedicated HBT fuel cell and capacitor banks in the 'clip'. Weapon is stored under the wing in armo-fighter mode, and in the hand in armo-diver and armo-soldier modes. One is standard, but two can be stored and used.
Energy Pool (Power 10, Draw 2), 7 Kills, 1 Space, All-Purpose, 35 CP
Single Fire – 4K, Range 24, +1 WA

Auto Fire – 2K, Range 24, BV 3, +0 WA

EP-14 80mm Beam Gatling Gun

This weapon is effectively identical to the EP-13 carried by the Legioss. The only difference is this weapon is built internally into the torso of the AB-01 Tread.
Energy Pool (Power 10, Draw 2), 7 Kills, 1 Space, All-Purpose, 35 CP
Single Fire – 4K, Range 24, +1 WA
Auto Fire – 2K, Range 24, BV 3, +0 WA

EP-4 Tri-barrel Particle Gun

The EP-4 is a smaller less powerful version of the EP-14, also built into the Tread. The two guns are mounted internally in the intakes of the leg-mounted main engines. They are usually fired at the same time as the EP-14 and provide the Tread with a heavy punch. The EP-4 is only available in Armo-Bomber mode, as the weapons face upward at the mecha's torso in the other two modes.
1K, Range 24, +1 WA, 1 Kill, 1 Space, BV 3, All-Purpose, 31.2 CP

EU-13 Synchro Cannon

A high energy gun pod which apart from firing large bursts like the Legioss Armo-Soldier's gun pod, but can also fire single high-energy bolts which are capable of taking out smaller Inbit mecha with a single hit. The EU-13's main claim to fame is that by drawing increased energy from the Dark Legioss, it can fire a mega blast which can totally short out the force fields around smaller Inbit hives and open holes in the large fields like the one around Reflex Point. The increased size of the EU-13 means that it can only be mounted between the Dark Legioss's two arm/upper engines in Armo-Fighter mode, also stopping it from carrying more than one of the synchro cannon pods.
Energy Pool (Power 15, Draw 3), 10 Kills, 6 Spaces, 112 CP
Standard – 4K, Range 24, +1 WA
Auto Fire – 2K, Range 24, BV 3, +0 WA
Mega Blast – 10K, Range 24, +2 WA, Warmup 3, Disruptor

EU-35 Tri-barrel Ion Cannon

One of the largest, most effective weapons that can be mounted on a combat mecha, with one on each forearm of the Tread. Capable of firing 45 times per minute, each round able to punch through even the heaviest armor used by the Inbit. The cannons are located in the arms, with the barrels located above the mecha's hands. Available in Armo-Soldier mode only
3K, Range 24, +1 WA, 3 Kills, 3 Spaces, BV 6, 30 CP

MM-16 Multi-Missile System

This is an auxiliary weapon system for the Tread. It can fire in all modes, including while attached to a Legioss. It can fire a volley of up to 8 at a time. The MM-16 uses Coralsnake missiles, making it hard to find reloads away from Mars Base. The Tread mounts a pair of these.
MM-16 System: 2 Kills, 2 Spaces, Payload 16, Crosslinked, 17 CP + 62.4 CP for payload

MM-20 Multi-Missile System

Primary weapon system for the Tread. It is capable of firing in all modes, but cannot fire while attached to a Legioss. It can fire a volley of up to 10 at a time. The Tread mounts a pair of these. Like the MM-16, the MM-20 uses Coralsnake missiles, making reloads difficult away from Mars forces.

MM-20 System: 3 Kills, 2 Spaces, Payload 20, Crosslinked, 21 CP for system +78 CP for payload

MM-44 Multi-Missile System

This is a variant of the MM-60, used exclusively with the JAGD Dark Legioss Drone. It lacks the shoulder missile racks, but is otherwise identical to the MM-60. Like the other systems, this uses Coralsnake missiles.

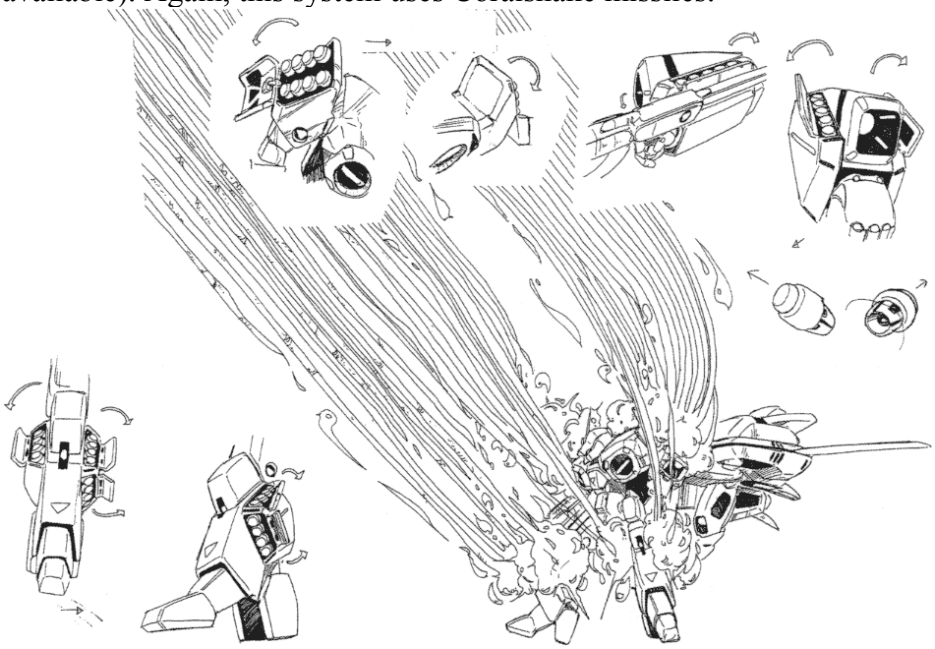
MM-44 System: Split System, Inter-Servo Crosslinked, 45 CP for entire system +171.6 CP for payload

Forearms x2: 1 Kill each, 1 Space each, Payload 5

Legs x3 (1 inner, 2 outer): 1 Kill each, 1 Space each, Payload 4 each

MM-60 Multi-Missile System

The primary weapon used in Armo-Fighter mode, 60 inboard variable-warhead, short-range homing missiles, provide the Legioss with almost unrivaled firepower. In Armo-Fighter mode, only the shoulder and inner leg mounted racks can be fired (22 missiles available). Again, this system uses Coralsnake missiles.



MM-60 System: Split System, Inter-Servo Crosslinked, 70 CP for entire system +234 CP for payload

Shoulder: 2 Kills, 2 Spaces, Payload 8

Forearms x2: 1 Kill each, 1 Space each Payload 5 each

Legs x3 (1 inner, 2 outer): 1 Kill each, 1 Space each, Payload 4 each

GR-12 Missile Launcher

This is a weapon system created to offset the lack of shoulder missile racks for the JAGD Dark Legioss Drone. This system consists of a pair of "pop up" missile racks mounted on the shoulders of the mecha. Each carries 12 Coralsnake missiles.
GR-12 System: 2 Kills, 2 Spaces, Split System, Crosslinked, Payload 24, 25 CP + 46.8 CP for payload

Shoulder Missile Pod

The AFC series can mount an optional missile pod to the hardpoint built into its right shoulder. This pod carries an additional 8 short-range missiles, and is jettisoned after they are all fired. The Dark Legioss cannot equip this because the hardpoint it would use is occupied with the EU-12 link.
STR class pod, 4K armor, 3K structure of launcher, B-Mod 0.3, 52.8 CP

Undertake Missile Pods

All models of the AFC Legioss can mount a pair of short-range missile pods under each undertake (chest in Armo-Soldier mode). Each pod carries 3 short-range missiles and are jettisoned after they are all fired.
SL class pod, 2K armor, 1K structure of launcher, B-Mod 0.1 each, 20.6CP each (including missiles)

Jamming Pods

This is a pair of pods that mount on the inner hardpoint on each wing of an AB-01 Tread. The pods provide electromagnetic interference to negate the advanced sensors of the Gosu Inbit unit. These provide ???
Pods – STR class, 3K armor, 5K structure, B-Mod 1.0 for pair, ? CP

GR-103 Guided RPG Launcher

This weapon system is mounted on either side of the chest of the Blowsperior Mospeada unit. Each side holds 6 micromissiles.
GR-103: +1 WA, 3K, Range 32, 1 Kill, CMV, Crosslinked, Split System, CP 5 (+25.2 CP for payload)

GR-97 Twin Missile Launcher

Weapon package "F" for Mospeada units. Each forearm mounts a pair of Coralsnake missiles.
GR-97: +1 WA, 5K, Range 64, 1 Kill, CMV, CP 12 each

CADS-1 Close Assault & Defense System

Weapon package "H" for Mospeada units. Each forearm mounts a small shield with an extendable vibro blade for close combat. This option is standard for special forces units and must be mounted in a matched pair. They are weight efficient. CP 22 each
Shield: LW class alpha armor (DC 20, SP 5, 6K, 1 binder for blades)
Vibro Blades: +1 WA, 2K, Range --, 2 Kills, AP, Quick

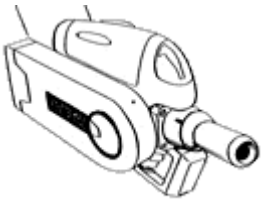
RL-6 Rocket Cannon

Weapon package "L" for Mospeada units. The RL-6 is the new standard Mars base issue hand-held rocket launcher. It has a six missile payload and is fully usable without a Ride Armor, but must be fired without benefit of the uplink to a Ride Armor's laser targeting system (-1 WA instead of +1). Weapon mounts to the interior of the right forearm plate (front wheel cover) in Armor, and on the right shoulder hardpoint, just above the right handlebar in Ride mode.
RL-6: +1 WA, 3K, Range 32, 1 Kill, CMV, CP 13

EP-37 Energy Rifle

Weapon package "R" for Mospeada units. The EP-37 is capable of firing single shot, semi-automatic or full-automatic heavy armor piercing energy beams. The weapon is powered by an energy clip that holds 15 shots. The weapon can also be used by non Ride Armor riders, but the weapon is quite heavy for a rifle (use Heavy Weapon skill).
EP-37: +1 WA, 2K, Range 12, BV 3, Clip 15, 2 Kills, CP 9

EP-40 Energy Pistol



Weapon package "T" for Mospeada units. The EP-40 is capable of semi-automatically firing light armor piercing energy beams. The weapon is powered by an energy clip that holds 45 shots. An advanced targeting camera is mounted on the top front of the EP-40 that links directly to the targeting computer of the Ride Armor, making the weapon very accurate.
EP-40: +1 WA, 1K, Range 12, Clip 45, 1 Kill, CP 3

<u>Mecha & Conventional Vehicles of Genesis Climber Mospeada</u>

Mospeada – VR-052, VR-041H, VR-38L
Legioss – AFC-01 H/I/Z (Eta/Iota/Zeta), AFC-01D Dark Legioss
Legioss Drones – AFC-01M Mujin, AFC-01J JAGD
Tread – AB-01, AB-01S Dark Tread
Battroids – Condor
Conventional – AF-03C Combat Fighter, AF-6DF Vulture, ATT-30 Jeep, ATT-40 Ground Assault Vehicle

AF-03C Combat Atmospheric Fighter/Bomber – The Combat was Mars Base's standard heavy fighter/bomber and could fly equally as well in a atmosphere as in space. It's autocannons provided good punch against other fighters and it's heavy missile load could heavily damage enemy spacecraft and ground targets. It could out perform any similar fighter designed on Earth and would of remained the standard for heavy fighter/bombers if not for the Inbit Invasion.

Post invasion, the Combat's main role was to fire the heavy missiles it carried at the Inbit ships, however by the time the missiles struck their target, most of their cargo of mecha had being launched. Due to the large number of Inbit mecha the Mars Base fighters were faced with, the Combat's guns often ran out of ammo in lengthy dogfights and most of the anti-fighter missiles were easily dodged by the quick Inbit mecha. Even using the Combat only for tactical nuclear strikes against the Inbit hives (The nuclear missiles the Combat carried were one of the few weapons which could breach a hive's force field in the beginning of the Recapture missions) proved ill suited for the aircraft. With Mars Base developing it's own mecha, the Combat was replaced by the TREAD Armo-Bomber. The last major battle that the Combat was involved in was the First Earth Recapture Mission.

AF-6DF Vulture Multipurpose Fighter – The Vulture was the main aerospace fighter of the Mars Base Armed Forces prior to the Inbit arrival and invasion of Earth. Equally at home in atmosphere or vacuum, the Vulture was equal or superior to every fighter design on Earth. With a large autocannon and missile racks, it was ideal in many roles, but excelled at dogfighting. With a good pilot behind it the Vulture was a success at almost any mission.

The arrival of the Inbit provided the first real challenge to the superiority of the Vulture. The Inbit mecha were in many cases faster than the Vulture, but it still held an advantage in maneuverability and firepower. Without the Vulture, most of the few victories Mars Base did have would of been great defeats. Many great pilots flew the Vulture among them Jonathan Wolf, hero of the First Recapture Mission. When Mars Base started to design a transformable fighter mecha, the Vulture formed much of the basis of it's design. In fact if not for it's arm and leg units, the Legioss is almost identical to it's predecessor. Now all but replaced by the Legioss Armo-Fighter, the Vulture is a rarity, and not used by any resistance units

ATT-30 All-Terrain Troop Jeep – The ATT-30 is a fairly standard Mars Base military version of commonly available civilian small trucks and utility vehicles. Designed mostly for re-supply and transport duties, the ATT-30 has a decent sized cargo tray. The vehicle is driven from the open air, two-seat cab, though a third passenger can be squeezed in if necessary. A rugged four-wheel drive vehicle, the ATT-30 copes readily with most form of terrain possible on Earth.

To give the ATT-30 some combat capacity, a detachable missile rack was also devised. The missile rack/box extends up to the same level as the seats and slots easily into the ATT-30's cargo tray, the middle section popping up and revealing 6-missile tubes. In the lowered position, the box features four tie down points to retain some cargo capacity without removing the rack, though the missiles can not be fired. Two cargo boxes similar to Mospeada Armored Cycle saddlebags are attached to the rear of the missile box.

A 60mm machine gun mounted in the armored box behind the passenger seat was also added to provide some self-defense capabilities for the vehicle when the missile rack is absent. Due to the restricted field of fire and limited effectiveness against Inbit armor, it is rarely used.

Unlike most Mars Base equipment, which the majority of Earth inhabitants avoided due to the Inbit, the ATT-30 is a durable vehicle equally suited to both civilian and military use, making it popular with many.

ATT-40 Wheeled Ground Assault Vehicle – The ATT-40 is a smaller, 6-wheeled combat version of the ATT-30. Designed to take the role of light assault vehicle to the Ride Armor's role of infantry, the ATT-40 is a one-man mini-tank. The driver sits in an open-air seat on the left-hand side, roll bars providing some protection during a crash. The armor carried by the ATT-40 has been increased, but only to a small degree.

The ATT-40's primary weapon is a rotary beam cannon based upon the Legioss Armo-Fighter's gunpod. Mounted in it's own pod to the right of the driver, the cannon's range of motion is consists of limited elevation of up about 30 degrees. To complement the main gun, the ATT-40 carries a pop-up missile launcher container roughly similar to that of the ATT-30. To fire the missiles, the main gun must be returned to its lowered firing position.

While the ATT-40 featured quite adequate firepower for its intended role, it lacked the maneuverability of a Ride Armor or Legioss Armo-Soldier and was ill suited to close range slugging matches against Inbit mecha. The vehicle was most active during the First Earth Recapture mission, where some Mars Base ships landed and allowed the ATT-40 to safely disembark. Their numbers slowly dwindled due to their almost pure combat role, unlike the ATT-30 that proved equally suited to military and civilian use.

Condor – Seen clearly for the briefest of moments for 3 seconds, the Condor is the first active Mars Base combat mecha, the step below the fully transformable Legioss Armo-Fighter. The basis of the Legioss can be clearly seen in shape, role and weapons of the Condor. It uses similar missile launchers and a earlier version of the beam cannon carried by the Legioss. The Condor was developed and then later dropped when the development of the Legioss was completed. Most units were relocated to the Mars Base for training purposes.

Dark Legioss – The Legioss series of Armo-Fighters are perhaps the most effective one-man combat units in known space, though their powerful engines were what the enemy used against them. The Inbit tracked and targeted active engines and energy sources, the twin fuel-hungry turbines in the Legioss making them prime targets. Mars Base's best scientist were put onto developing a solution to this problem, coming up with vastly improved shielding for the fuel system and engines. Unfortunately the resulting system though effective, was highly expensive and time consuming to manufacture. Unable to equip all their pilots with these Dark Legioss, they were organized into special forces style strike teams to push through the waves of Inbit mecha and travel down to Reflex Point.

The Dark Legioss closely resembles the standard Legioss with slight modifications. The Dark Legioss carries a high energy gunpod called a Destabilizer, which can draw power from the firing mecha to release a energy bolt which has a destabilizing effect on Inbit force fields, knocking holes in them and allowing Mars Base troops to fly through. The human style hands on the normal Legioss have been replaced with thick grasping claws, and the VTOL thruster located on the under side of the

Legioss has been removed to make way for the stealth shielding though the versatility of the Armo-Diver mode as a VTOL landing and combat mode on Earth has made this less a flaw than it seems.

In the Third and final Earth Recapture Mission, the Dark Legioss at first proved a major advantage, but eventually the larger number of Inbit overpowered even them. As the Mars Base fleet in orbit was on it's last legs, squadrons of Dark Legioss's were broken off the fleet to make a last ditch assault on Reflex Point. It is unknown how many Dark Legioss actually made it inside the Inbit main hive, though at least one was spotted and defeated by a Inbit Gosu which relied on normal sight like most humans and the stealth system offered no advantage. The Dark Legioss was designed to defeat the advantages of the Inbit, and with their departure of Earth the need for the expensive stealth armo-fighter was reduced and Mars Base retired them from active duty.

JAGD Dark Legioss – After the almost complete failure of the Second Earth Recapture, Mars Base scientists realized that somehow the Inbit could detect and track the energy and heat produced by active hydrogen fuel based engines used by every section of the Mars Base military. Unable to change to another fuel source, they tried to develop a system of shielding the energy emissions. They succeeded, but the high cost of the Dark Stealth System meant that only a tiny 15% of the Third Earth Recapture Mission's mecha could be equipped with it and they organized these into crack first strike groups that would soften up the enemy defenders then force their way into Reflex Point it's self. After it was decided that this Recapture Mission would be the last, with the creation of the Neutron S Missiles to ensure the defeat of the Inbit, the planners realized that many of the pilots would have second thoughts about being a suicide assassination squad with only being at the center of the biggest nuclear explosion humanity has ever known to look forward to if they failed at their mission.

Looking for a possible solution while the Dark Legioss's underwent testing, using drone versions like the original Legioss program, they realized that the drones could undertake the mission and continue fighting with no fear from the Neutron S Missiles or overwhelming odds. Unlike the original Legioss drones the Jagd, what the shadow drone was now named, would feature vastly improved sensor systems more suited to heavy combat. However the addition of these systems on the shoulders, where the Legioss normally mounts missiles launcher, meant that the launcher had to be moved onto another location. They were placed on both sides of the Jagd's chest, much like the GR-104 launchers on the VR-041 Blowsperior, and the increased room allowed an increase from 8 to 12 missiles on each side. The Jagd also carries the deadly new EU-13 Destabilizer, able to punch through Inbit mecha and force fields with equal ease.

The Jagd's main processor is the most highly advanced AI system yet produced. While called an AI, the processor is more akin to a computer that emulates the more simple functions of the human mind and still requires some form of input to function. While it lacks fear of death, it also lacks human drive and the ability to second guess the enemy and the Jagd's were usually teamed in groups of three to a Dark Legioss to give it a constant push in combat. The Jagds could continue with the destruction of their leader, but they became came sluggish as they had to process larger amounts of info on their own. It is not known how many Jagd's actually made it into Reflex Point, but one squad and their leader were encountered by Sorji, Yellow Belmont and Stick Bernard as they

tried to escape the hive. While good against the lower stages of Inbit mecha, the Jagd had no chance against human style cunning and they were attacked from behind and destroyed in seconds. The sheer cost and complexity of the Jagds' main processor and the dark stealth system meant that no more Jagd's were produced after the end of the Third Earth Recapture Mission.

Legioss – The Legioss Armo-Fighter is the primary offensive combat unit of the Mars Base forces, a multi-role three-form transformable mecha. Faced with the problem of defeating the mecha used by the Inbit, Mars Base scientists pondered various solutions before settling on developing humanoid shaped pilot mecha. To extend its abilities further the mecha was also designed to transform into jet for high-speed combat, thus taking the role of ground-based armor and air-support in one.

In Armo-Fighter mode, the Legioss visually resembles a small attack jet. The Armo-Fighter is equally suited to combat in both the vacuum of space and in the atmosphere of Earth, with superlative maneuverability, speed and weaponry. In Armo-Diver mode, the lower rear of the mecha swing out, forming backwards canted legs. This allows the Legioss to use its primary thrusters to help slow its dive through the atmosphere. In case of attack, the Legioss's arms can also extend in this mode to increase chances of survival during re-entry. Armo-Diver mode can also be used in low altitude attack runs. In Armo-Soldier mode, the Legioss is a giant heavily armored humanoid carrying a rifle in its hands. With human-like agility, the Legioss Armo-Soldier is more than a match for all known Inbit mecha.

Due to the Legioss's ability to switch between modes, normal racks and hard points for missiles could not be used. Instead it uses smaller missiles stored inside internal bays placed about the mecha's body. As a backup and to serve as the primary weapon in Armo-Soldier, the Legioss also carries a tri-barrel particle beam rifle. In Armo-Fighter it is stored under the wing and is hand carried in Armo-Soldier mode.

The AFC-01I Iota (green type) model is the standard combat model of the Legioss, given to almost all Mars Base troops. The AFC-01I model is the mainstay of the Mars and Resistance fighter forces, outnumbering the other available versions almost 20 to 1, and will remain in use for many decades to come.

The AFC-01Z Zeta (red type) Legioss is the Atmosphere Combat model of the successful Armo-Fighter. The AFC-01Z is virtually identical to the AFC-01I Legioss except the main JGM-97M engines were replaced with the slightly more powerful JGM-99s, it's auxiliary engines were also upgraded and it featured a re-designed head with a larger fin. While the AFC-01Z is rare among Mars Base forces (only top pilots and aces) and is rarely seen in resistance groups.

The AFC-01H Eta (blue type) model is reserved for use by officers or aces and is most commonly painted blue and white. It is rare and vastly outnumbered by the standard AFC-01I model and is equally uncommon with resistance groups on Earth.

Legioss Mujin Drones – The Legioss Armo-Fighter is the primary offensive combat unit of the Mars Base forces, a multi-role three-form transformable mecha. Faced with the problem of defeating the mecha used by the Inbit, Mars Base scientists pondered various solutions before settling on developing humanoid shaped pilot mecha. To extend its

abilities further the mecha was also designed to transform into jet for high-speed combat, thus taking the role of ground-based armor and air-support in one.

During initial testing an unmanned drone variant of the Legioss was developed, able to put the air-frame through numerous dangerous maneuvers without endangering the lives of test pilots. The scientists putting the drone through its paces considered the possibility of extending the use of drones to save human lives to a full combat mecha. Intrigued, the military provided funding to produce a limited number to test the concept and bolster the main force in the First Recapture Mission.

The Mujin Legioss was barely removed from the original Armo-Fighter mode test drone. The Mujin Legioss shared the same body of the Legioss, but with the internal mode conversion equipment removed, the drone unable to transform from Armo-Fighter mode. The Legioss canopy was replaced with an armor plate with the drone's primary visual sensors near the front of this new canopy, and a secondary system on the side. The head was also replaced with a rounded armor plate. The weaponry carried by the Mujin Legioss is derived from its manned parent. Stuck in armo-fighter mode, the drone carries only 24 missiles. The fire and forget nature of the missiles suited the drones well.

The Mujin Legioss's 'brain' is a set of highly advanced micro-processor banks. The CPU is built around a heuristic logic driver that makes decisions based on sensor data cross-checked against the armo-fighter's inbuilt databases. The whole system is called a dog brain, because while highly advanced, the mecha shows a level of intelligence similar to that of dog. Orders take on a rather basic tone (fly to this point, attack enemy targets at this point), with more complex instructions often confusing the mecha. While each fighter is unmanned, a human operator, far removed from the combat area takes the role of squadron leader. A primary controller at a command console issues commands to a flight, receiving sensor reports from them and altering combat and flight plans when necessary.

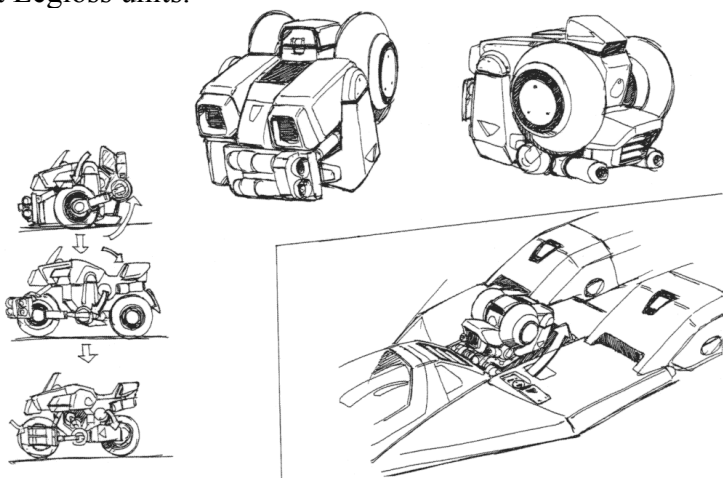
Despite the hopes of the designers, the Mujin Legioss was of questionably combat effectiveness. The armo-fighter drone's brain lacked the speed, cunning and adaptability of human pilot and was easy prey for the mecha of the Inbit. Vastly outnumbered in many cases, the drones continued to fight until destroyed. While the Mujin Legioss was not successful, it would live on and influence the later Jagd Dark Legioss Drone.

MOSPEADA – More of a battlesuit than a full mecha, The Ride Armor consists of a transformable motorcycle and the body armor onto which it combines to form deadly high tech knight. The Ride Armor comes in three models. Each comes with a Gallant H-90 multi-weapon.

The VR-038 Bartley is designed for female troopers and has no built-in weapon systems, but typically mounts an RL-6 rocket cannon on the right front end in Armor Bike mode and on the right arm in Ride Armor mode. This unit can use any forearm weapon package available.

The VR-041 Blowsperior is designed for combat and mounts twelve missiles, six housed on each side of the chest in Ride Armor mode and on the front end in Armor Bike mode. In addition, although never seen in the footage there is a pair of retractable blades mounted in the front wheel housing, which is mounted on the arms in Ride Armor mode. While the -H weapon package isn't mandatory, it is typically used on this model because of the additional missiles for ranged combat.

The VR-052 is intended as a emergency vehicle for shot down fighter pilots; one is loaded in most Legioss units.

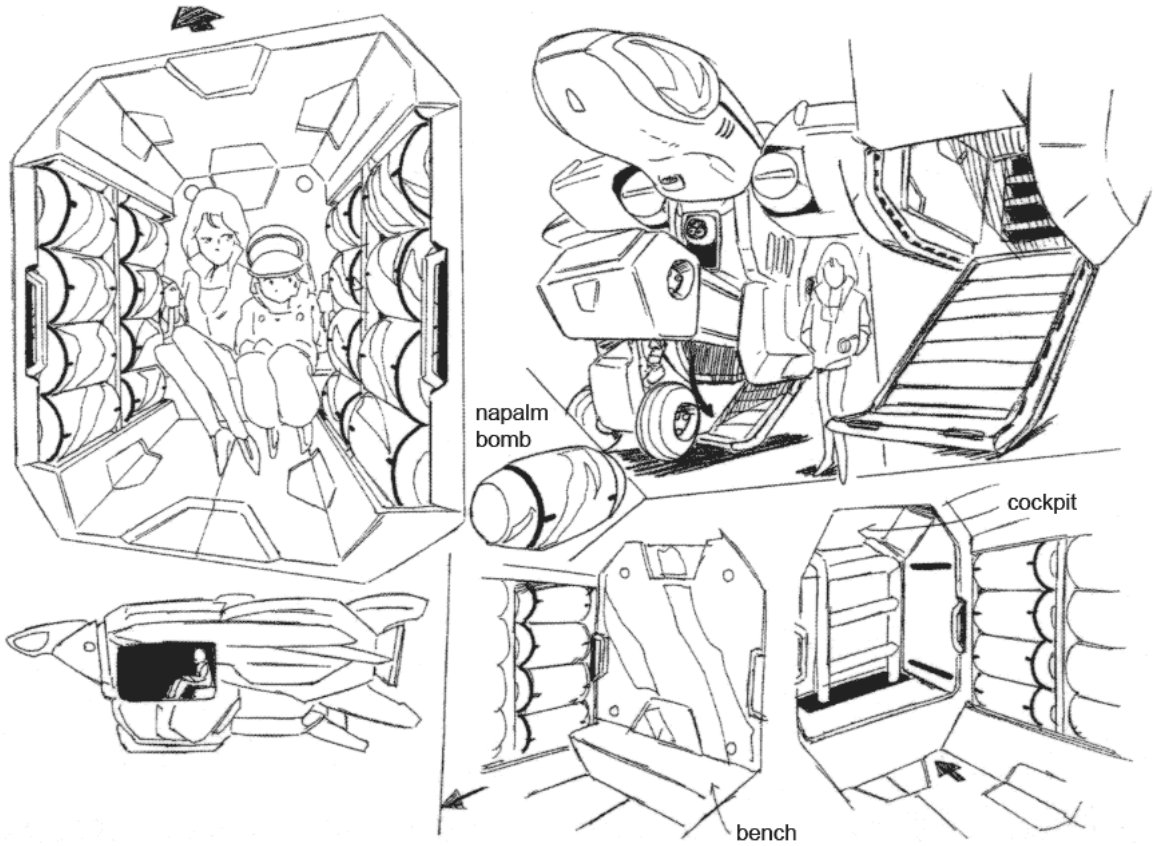


The Mospeada requires the pilot wearing a suit of CVR-3 armor for the connectors built into the Mospeada to connect to the pilot. This leaves the upper arms, thighs and head uncovered by the Mospeada, and vulnerable to heavy weapon fire.

There is further designation of the Mospeada according to the forearm weapon mount. Thus a Bartley unit with an EP-37 beam pistol is VF-038T, and the Blowsperior is usually an -H model. The onboard computer will automatically recognize which forearm weapon package is installed and adjust the targeting system as appropriate. A Mospeada can mount two weapon packages, although it is not recommended to mix types.

Model	Weapon Package
-A	recon model with M312SC military recording camera
-F	GR-97 short-range missile
-H	CADS-1 close assault & defense system
-L	RL-6 rocket cannon
-R	EP-37 beam rifle
-T	EP-40 beam pistol

Tread – The AB-01 Tread is not intended as a frontline combat fighter like the Legioss, but as a heavy bomber to extend both the effectiveness of the Mars Base military and the Legioss. Like it's small brother, the Tread has three modes. In Armo-Bomber mode, the Tread resembles a cinder block with wings, only able to keep flying because of powerful engines. In Armo-Diver mode, the Tread can slow down faster than any other Mars Base ship or mecha, even while it's linked to a Legioss. In Armo-Soldier mode the Tread knows no equal, a massive mountain of armor and firepower that can walk through even the heaviest Inbit energy bolts virtually unharmed. The Tread has the unusual feature of being able to act as a booster for the Legioss, so that the smaller mecha can even control a un-piloted Tread and change between modes. The Tread offers no pretense of maneuverability over firepower, packing more weapons than any other Mars Base mecha. Three forward facing beam guns in Armo-Bomber mode, two sets of missiles launchers; one in the chest and the other popping up from the shoulders, and finally a tri-barreled rapid fire beam cannon mounted in each forearms allow the Tread overpower any foe.



^ Tread interior details ^

Mospeada Conventional Vehicle Profiles

ATT-30 All-Terrain Troop Jeep

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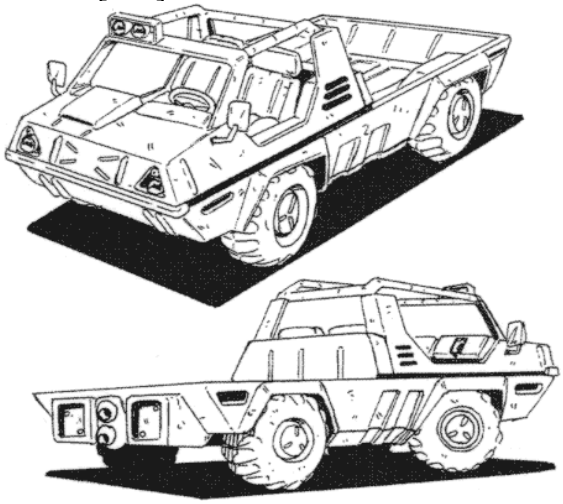
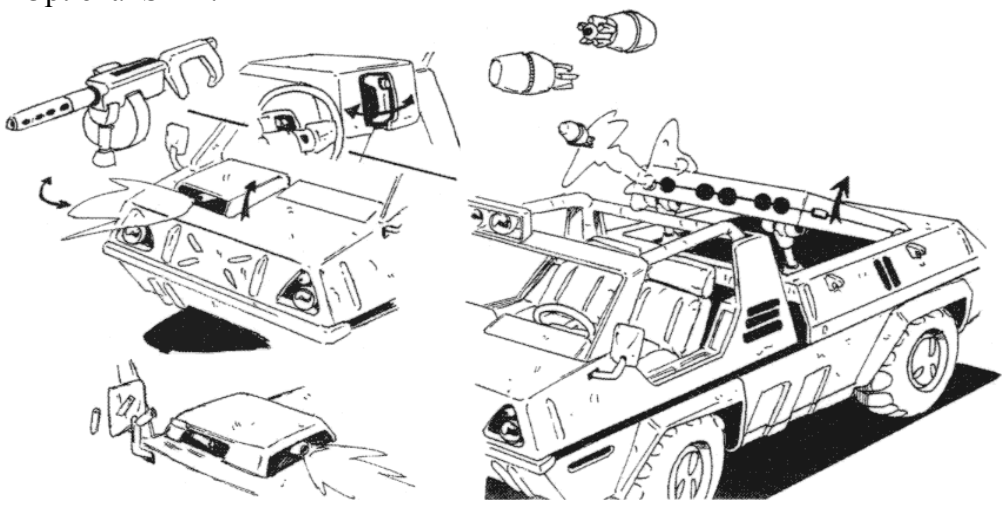


Length: 4.1m
Width: 1.8m
Height: 1.5m (cab)
Weight: 1,700 kg

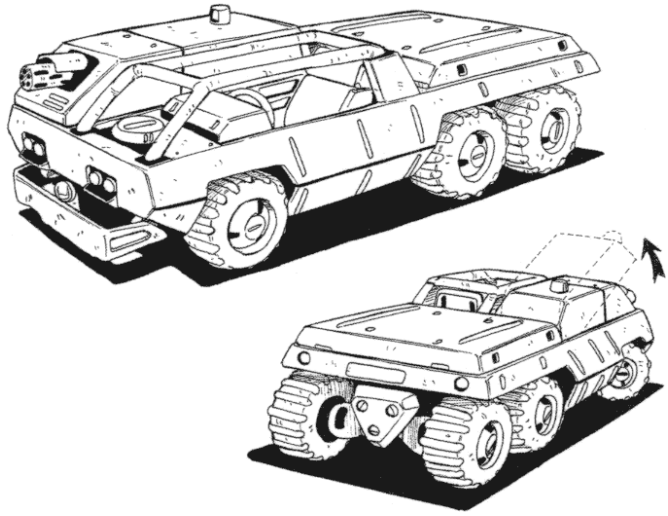
Weapons:

Optional 60mm MG: +0 WA,
Optional SRM:



Unit type: all-terrain jeep
Manufacturer: Mars Base
Total dry weight: 1.70 tons
Total length: 4.10 meters
Total height: 2.20 meters
Total width: 1.80 meters
Primary engine: liquid hydrogen internal combustion engine x 1
Fuel capacity: standard HBT cell x 3
HBT supply: 300 hours (12 days) operational use
Max road speed: 150 km/h
Max cross country speed: 50 km/h
Max water speed: 5 km/h
Fording depth: 1.50 meters
Optional fixed armament: 60mm machine gun x 1, 6-tube rocket launcher x 1

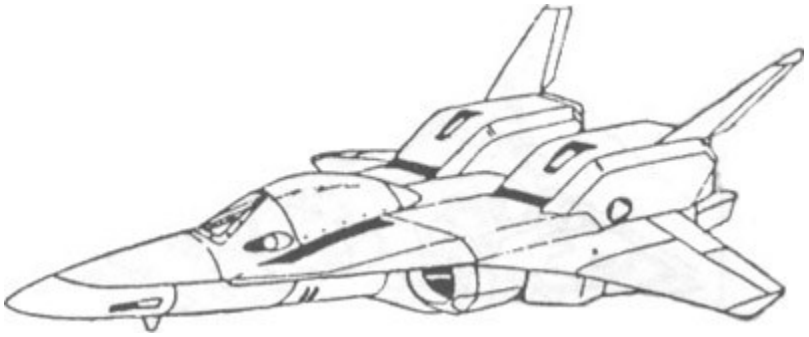
ATT-40 Wheeled Ground Assault Vehicle



Unit type: ground assault vehicle
Manufacturer: Mars Base
Total dry weight: 8.60 tons
Total length: 4.10 meters
Total height: 1.50 meters (cab), 2.20 meters (rear canopy attached)
Total width: 1.80 meters
Primary engine: liquid hydrogen internal combustion engine x 1
Fuel capacity: standard HBT cell x 3, dedicated cell for 3-barrel beam cannon x 1
HBT supply: 300 hours (12 days) operational use
Max road speed: 150 km/h
Max cross country speed: 50 km/h
Max water speed: 5 km/h
Fording depth: 1.50 meters
Fixed armament: 3-barrel beam cannon x 1, 6-tube rocket launcher

AFC-01M Mujin Legioss

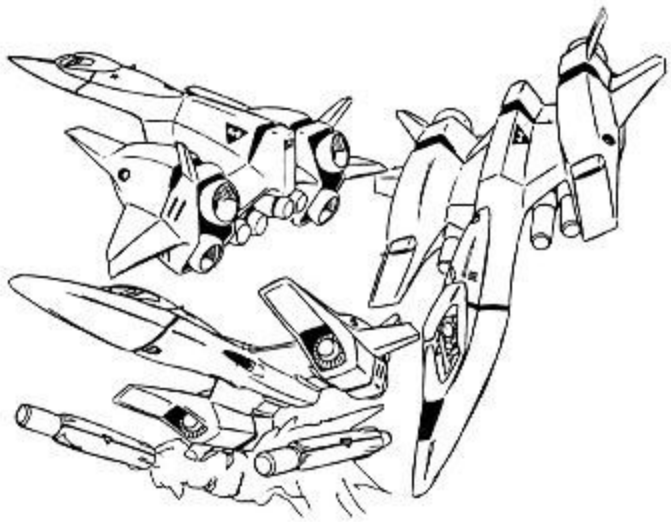
The Mujin is a non-transformable drone Legioss used to support the manned fighters.



Length: 10.25m
Wingspan: 6.40m maximum
Height: 3.6m
Weight: 16,700 kg
Speed: Mach 1 at sea level, Mach 2.3 at 18,000m
Ceiling: 26,000m
Weaponry:
MM-24
Upper Fuselage: 2x launcher, Payload 8
Lower Fuselage: 2x launcher, Payload 4
Kills: Fuselage 8K, Wings (x2) 4K, Thruster Blocks (x2) 5K

AF-03C Combat Fighter

The Combat is a fighter craft used by the First Invasion Fleet. We don't see any in action in Genesis Climber Mospeada but wrecks are seen in garbage heaps and on abandoned battle fields.



Unit type: mass production heavy fighter/bomber
Manufacturer: Mars Base
Total dry weight: 12.90 tons
Total length: 17.1 meters
Total height: 4.1 meters
Total wingspan: 9.50 meters
Primary engines: liquid hydrogen cell turbine x 4
Fuel capacity: liquid hydrogen canister (8 x 4-pak) x 16
Flight endurance: 200 hours continuous use
Max flying speed: 5140 km/h (Mach 5.0)
Fixed armament: autocannon x 2, missile hardpoint (can mount nuclear stand-off missile, medium-range missiles, Mach 3 medium-range cluster missile) x 4

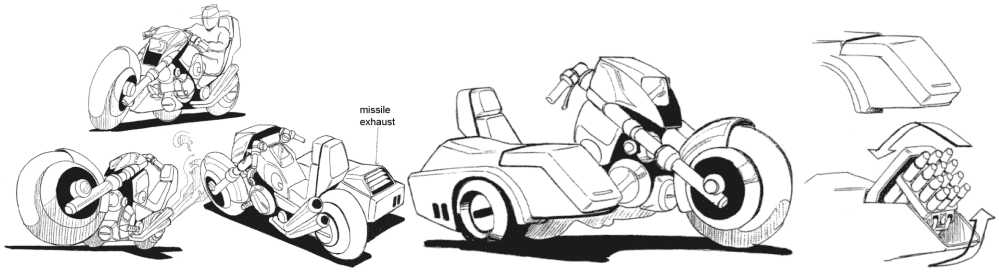
AF-6DF Vulture

Space superiority fighter used before the Legioss became the standard fighter.

Unit type: mass production fighter
Manufacturer: Mars Base
Total dry weight: 16.20 tons
Total length: 14.10 meters
Total height: 4.20 meters
Total wingspan: 10.20 meters
Primary engines: liquid hydrogen turbine x 3
Max. level speed (sea level): Mach 1.12
Stall speed: 185 km/h
Initial climb rate: over 30000 meters per minute

Unboosted service ceiling: 29000 meters
Fixed armament: 3-barrel autocannon x 1 (6 minutes of ammo), ordnance hardpoint (can mount long-range missile or medium-range missiles x 3) x 2
Notes: One shows up in a propaganda reel from Stick's flashback, and a couple are seen on Earth as wreckage.

Combat Bike



The combat bike used by Rainy Boy. The sidecar mounts a rack of 12 SRM.

Mospeada Mecha Profiles

AB-01 Tread

COST: 933 CP (+280.8 CP for 72x SRM)
Availability: 2080+

HEIGHT:
6.1m in Armo-Bomber configuration
8.5m in Armo-Diver configuration
7.3m in Armo-Soldier configuration
WIDTH:
8.5m at shoulders in Armo-Soldier configuration
19.5m maximum wingspan
LENGTH:
9.7m in Armo-Bomber
8.0m in Armo-Diver configuration.
7.3 in Armo-Soldier configuration.
WEIGHT:
Empty: 29,500 kg

Mode	MV	Land MA	Fly MA
Armo-Soldier	-0	7 (350m/round)	13 (650m/round)
Armo-Diver	-1	3.5 (175m/round)	19.5 (975m/round)
Armo-Bomber	-2	0	26 (1300m/round)

Maneuver Pool +67%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		LH	14	14	LH/B	7	7
Head		HS	5	5	MS/B	4	4
Right Arm		LH	7	7	LH/B	7	7
Left Arm		LH	7	7	LH/B	7	7
Right Leg		LH	7	7	LH/B	7	7
Left Leg		LH	7	7	LH/B	7	7
Right Wing		MW	6	6	MS/B	4	4
Left Wing		MW	6	6	MS/B	4	4

Thrusters	Location	MA
Thruster	Torso	3
Thruster	Right Leg	5
Thruster	Left Leg	5

Sensors	Location	Kills	Sensors	Communications
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	4K	Melee	+0	1	U	Quick, Handy
EP-14 Cannon	Torso	--	24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
EP-4 Tri PBG	Right Leg	1K	24	+1	1	U	BV3, Linked
EP-4 Tri PBG	Left Leg	1K	24	+1	1	U	BV3, Linked
EU-35 Ion Gun	Right Arm	3K	24	+1	3	U	BV6, Linked
EU-35 Ion Gun	Left Arm	3K	24	+1	3	U	BV6, Linked
MM-20 Rack	Torso	5K	64	+1	3		Linked
Missiles					7	20	CMV
MM-20 Rack	Torso	5K	64	+1	3		Linked
Missiles					7	20	CMV
MM-16 Rack	Torso	5K	64	+1	3		Linked
Missiles					5	16	CMV
MM-16 Rack	Torso	5K	64	+1	3		Linked
Missiles					5	16	CMV

*The leg EP-4 may only fire in bomber configuration.
* MM-16 may fire up to 8 per attack. MM-20 may fire up to 10 per attack.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Hardpoints (3 per wing)
Self Destruct, Combat Computer, 250 hours of fuel (requires 32 cells), Bomb Bay (holds 4000 kg)
Legioss Connection

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Variable Fighter, Autopilot
Transatmospheric Ability, Heavy Hydraulics, Supercharged Engines

AB-01S Dark Tread

COST: 1019 CP (+280.8 CP for 72x SRM)
Availability: 2080+

HEIGHT:
6.1m in Armo-Bomber configuration
8.5m in Armo-Diver configuration
7.3m in Armo-Soldier configuration

WIDTH:
8.5m at shoulders in Armo-Soldier configuration
19.5m maximum wingspan

LENGTH:
9.7m in Armo-Bomber
8.0m in Armo-Diver configuration.
7.3 in Armo-Soldier configuration.

WEIGHT:
Empty: 29,500 kg

Mode	MV	Land MA	Fly MA
Armo-Soldier	-0	7 (350m/round)	13 (650m/round)
Armo-Diver	-1	3.5 (175m/round)	19.5 (975m/round)
Armo-Bomber	-2	0	26 (1300m/round)

Maneuver Pool +67%

Servo	Class	Kills	Spaces	Armor	SP	Kills
Main Body		LH	14	14	LH/B	7	7
Head		HS	5	5	MS/B	4	4
Right Arm		LH	7	7	LH/B	7	7
Left Arm		LH	7	7	LH/B	7	7
Right Leg		LH	7	7	LH/B	7	7
Left Leg		LH	7	7	LH/B	7	7
Right Wing		MW	6	6	MS/B	4	4
Left Wing		MW	6	6	MS/B	4	4

Thrusters	Location	MA
Thruster	Torso	3
Thruster	Right Leg	5
Thruster	Left Leg	5

Sensors	Location	Kills	Sensors	Communications
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	4K	Melee	+0	1	U	Quick, Handy
EP-14 Cannon	Torso	--	24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
EP-4 Tri PBG	Right Leg	1K	24	+1	1	U	BV3, Linked
EP-4 Tri PBG	Left Leg	1K	24	+1	1	U	BV3, Linked
EU-35 Ion Gun	Right Arm	3K	24	+1	3	U	BV6, Linked
EU-35 Ion Gun	Left Arm	3K	24	+1	3	U	BV6, Linked
MM-20 Rack	Torso	5K	64	+1	3		Linked

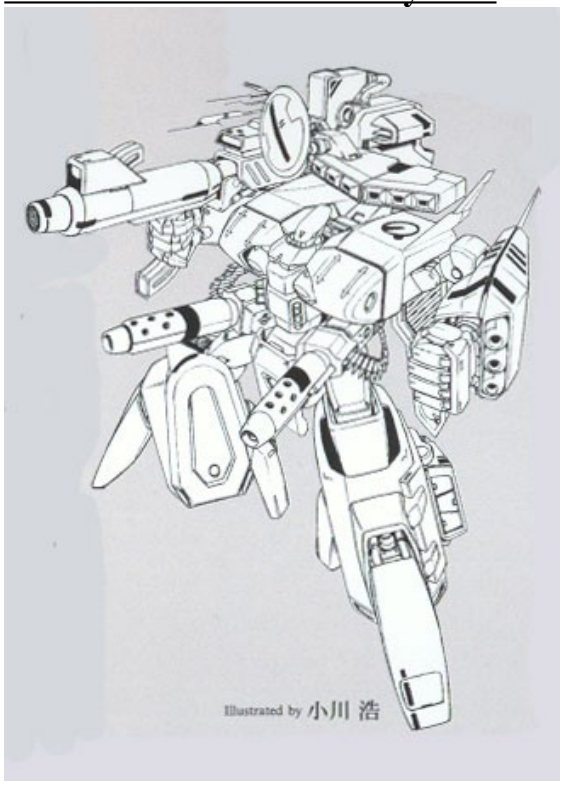
	Missiles					7	20	CMV
MM-20	Rack	Torso	5K	64	+1	3		Linked
	Missiles					7	20	CMV
MM-16	Rack	Torso	5K	64	+1	3		Linked
	Missiles					5	16	CMV
MM-16	Rack	Torso	5K	64	+1	3		Linked
	Missiles					5	16	CMV

*The leg EP-4 may only fire in bomber configuration.
* MM-16 may fire up to 8 per attack. MM-20 may fire up to 10 per attack.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Hardpoints (3 per wing)
Self Destruct, Combat Computer, 250 hours of fuel (requires 32 cells), Bomb Bay (holds 4000 kg)
Legioss Connector

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Variable Fighter, Autopilot
Transatmospheric Ability, Heavy Hydraulics, Supercharged Engines, HBT Stealth

AB-01 Tread Protector System



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AFC-01D Dark Legioss Stealth Model

COST: 412 CP (+112 for EU-13 and +351 for 60x SRM)
Availability: 2080+

HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-0	6 (300m/round)	16 (800m/round)
Armo-Diver	-1	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-2	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4
Left Wing		MS	4	4	MS	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	2

Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
EU-13 Cannon	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
Disruptor		12K		+1			Disruptor, Warmup 2
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel (16 fuel cells)
Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), HBT Stealth
Variable Fighter, Autopilot

<u>AFC-01H Eta Legioss Officer Model</u> (Stick-type)

COST: 390 CP (+35 for EP-13 and +234 for 60x SRM)
Availability: 2080+

HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-1	6 (300m/round)	16 (800m/round)
Armo-Diver	-2	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-3	0	32 (1600m/round)

Maneuver Pool +33%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4
Left Wing		MS	4	4	MS	4	4

Thrusters	Location	MA
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	Location	Kills	Sensors	Communications
MW Class	Head	2	15 km	1500 km
MW Class	Torso	2	15 km	1500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
EP-13 Gunpod	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel, Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Semi-monocoque
Variable Fighter, Autopilot, Ace +33%

<u>AFC-01I Iota Legioss Standard Combat Model</u> (Ray-type)

COST: 384 CP (+35 for EP-13 and +234 for 60x SRM)
Availability: 2080+

HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-1	6 (300m/round)	16 (800m/round)
Armo-Diver	-2	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-3	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4
Left Wing		MS	4	4	MS	4	4

Thrusters	Location	MA
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	Location	Kills	Sensors	Communications
MW Class	Head	2	15 km	1500 km
MW Class	Torso	2	15 km	1500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
EP-13 Gunpod	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

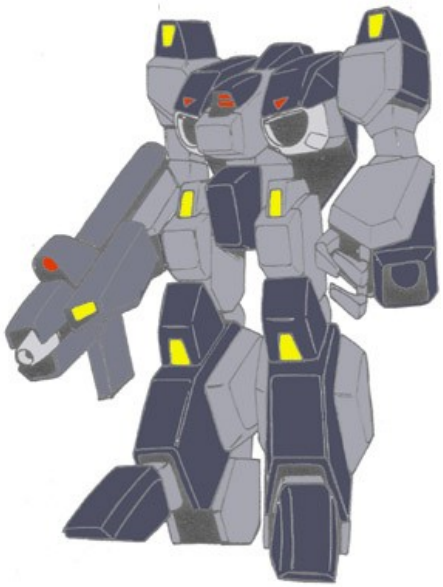
*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel, Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Semi-monocoque
Variable Fighter, Autopilot

AFC-01J Jagd Legioss Drone

COST: 605 CP (+112 for EU-13 and +265.5 for 68x SRM)
Availability: 2080+



HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-0	6 (300m/round)	16 (800m/round)
Armo-Diver	-1	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-2	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4
Left Wing		MS	4	4	MS	4	4
Right Pod		LW		2	MS	4	4
Left Pod		LW		2	MS	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	2
Thruster	Right Leg	4

Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
EU-13 Cannon	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
Disruptor		12K		+1			Disruptor, Warmup 2
MM44 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
GR-12 Missile	Right Pod	5K	64	+1	1/4	12	CMV, Crosslinked
GR-12 Missile	Left Pod	5K	42	+1	1/4	12	CMV, Crosslinked

*MM-44 Kills denotes the launcher/payload.

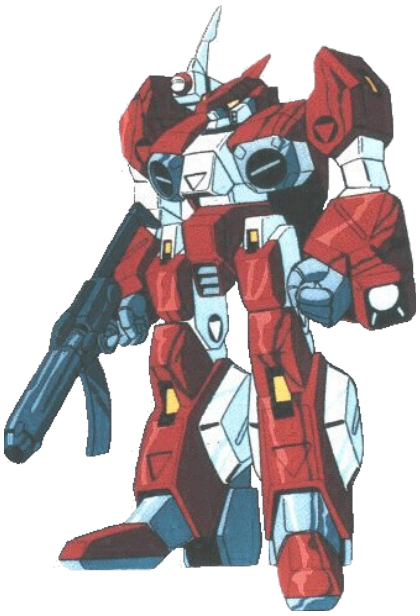
Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel (16 fuel cells)
Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), HBT Stealth
Variable Fighter, Autopilot, Internal Automation (Rank 6, Portfolio 7)

Internal Automation
Rank 6 [roll 1d10+12 all rolls]
Portfolio 7 (Mecha Pilot: Legioss, Mecha Weaponry, Mecha Combat, Awareness/Notice, Dodge & Evade, Navigation, Radio Communication)

<u>AFC-01Z Zeta Legioss Atmosphere Combat Model</u> (Houquet-type)

COST: 384 CP (+35 for EP-13 and +234 for 60x SRM)
Availability: 2080+



HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-1	6 (300m/round)	16 (800m/round)
Armo-Diver	-2	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-3	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4
Left Wing		MS	4	4	MS	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4

Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km
MW Class	Torso	2	15 km	1500 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
EP-13 Gunpod	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel, Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Semi-monocoque
Variable Fighter, Autopilot

VR-38A Bartley Mospeada

COST: 48 CP + weapon package
Availability: ??

HEIGHT:
1.09m cycle
2.1m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.05m cycle
1.6m armor
WEIGHT:
72 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	**Class**	**Hits**	**Spaces**	**Armor**	**SP**	**Hits**	
Main Body		HS	50	12	HS/A	30	30
Right Arm		HS	30	6	HS/A	30	30
Left Arm		HS	30	6	HS/A	30	30
Right Leg		HS	30	6	HS/A	30	30
Left Leg		HS	30	6	HS/A	30	30
Front Pod		SL		3	HS/A	30	30
Rear Pod		SL		3	HS/A	30	30
Front Wheel			15				
Rear Wheel			15				

Thrusters	**Location**	**MA**
Thruster	Torso	11

Sensors	**Location**	**Hits**	**Sensors**	**Communications**
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0			Quick, Handy
Kick	Legs	+3d6	Melee	+0			

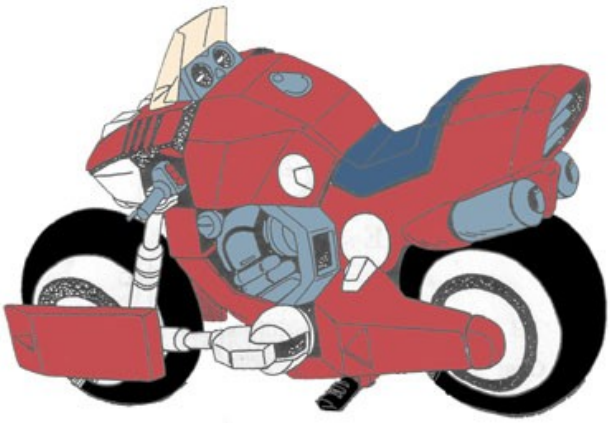
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer Weapon Mount (x2), 300km/100 hours per HBT cell, Low Visibility Paint Scheme

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque

Notes
First Mospeada produced; designed specifically for women. The -A model has a low visibility paint scheme designed for reconnaissance. Typically assigned the -C package military recording unit.

VR-38L Bartley Mospeada

COST: 47 CP + weapon package
Availability: ??



HEIGHT:
1.09m cycle
2.1m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.05m cycle
1.6m armor
WEIGHT:
72 kg

Mode	MV	Land MA	Fly MA
Armor	+1	80m/turn	11 (550m/turn)
Cycle	+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		HS	50	12	HS/A	30	30
Right Arm		HS	30	6	HS/A	30	30
Left Arm		HS	30	6	HS/A	30	30
Right Leg		HS	30	6	HS/A	30	30
Left Leg		HS	30	6	HS/A	30	30
Front Pod		SL		3	HS/A	30	30
Rear Pod		SL		3	HS/A	30	30
Front Wheel			15				
Rear Wheel			15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0			Quick, Handy
Kick	Legs	+3d6	Melee	+0			

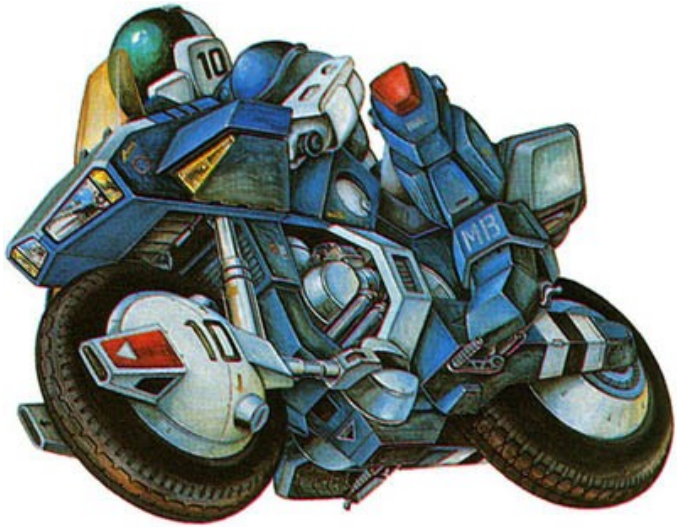
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer Weapon Mount (x2), 300km/100 hours per HBT cell, Low Visibility Paint Scheme

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque

Notes
First Mospeada produced; designed specifically for women.

VR-041H Blowsperior Mospeada

COST: 62 CP (+44 for CADS-1, +25.2 for 12x micromissile)
Availability: ??



HEIGHT:
1.09m cycle
2.05m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.05m cycle
1.6m armor
WEIGHT:
142 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	**Class**	**Hits**	**Spaces**	**Armor**	**SP**	**Hits**	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Front Pod		SL		3			
Rear Pod		SL		3			
Front Wheel			15				
Rear Wheel			15				

Thrusters	**Location**	**MA**
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+3d6	Melee	+0			
GR-103 Rack	Torso	3K	32	+1	10	6	CMV, Linked
GR-103 Rack	Torso	3K	32	+1	10	6	CMV, Linked
CADS-1	Weapon Mounts	2K	Melee	+1	2K	U	AP, Quick
CADS-1	Weapon Mounts	2K	Melee	+1	2K	U	AP, Quick

Shields
LW Class, Alpha Armor (DC 2), DA +0, SP 5, 1 binder slot for blade, CADS-1 mated
LW Class, Alpha Armor (DC 2), DA +0, SP 5, 1 binder slot for blade, CADS-1 mated
*Shield DC and SP are in Kills, not Hits.

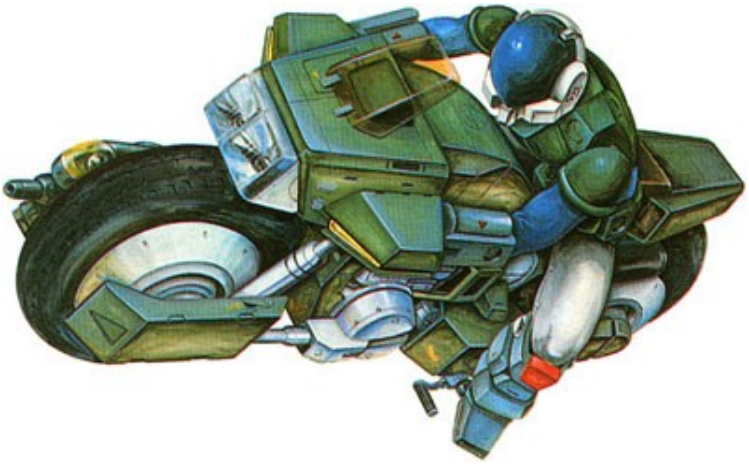
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer Weapon Mount (x2), 300km/100 hours per power cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque

Notes
Only Mospeada to have built-in weapon systems.

VR-052 Battler Mospeada

COST: 56 CP + weapon package
Availability: ??



HEIGHT:
1.09m cycle
2.05m armor
WIDTH:
0.5m cycle

1.03m armor

LENGTH:

2.05m cycle
1.6m armor

WEIGHT:

132 kg

Mode	MV	Land MA	Fly MA
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Front Pod		SL		3			
Rear Pod		SL		3			
Front Wheel			15				
Rear Wheel			15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+3d6	Melee	+0			

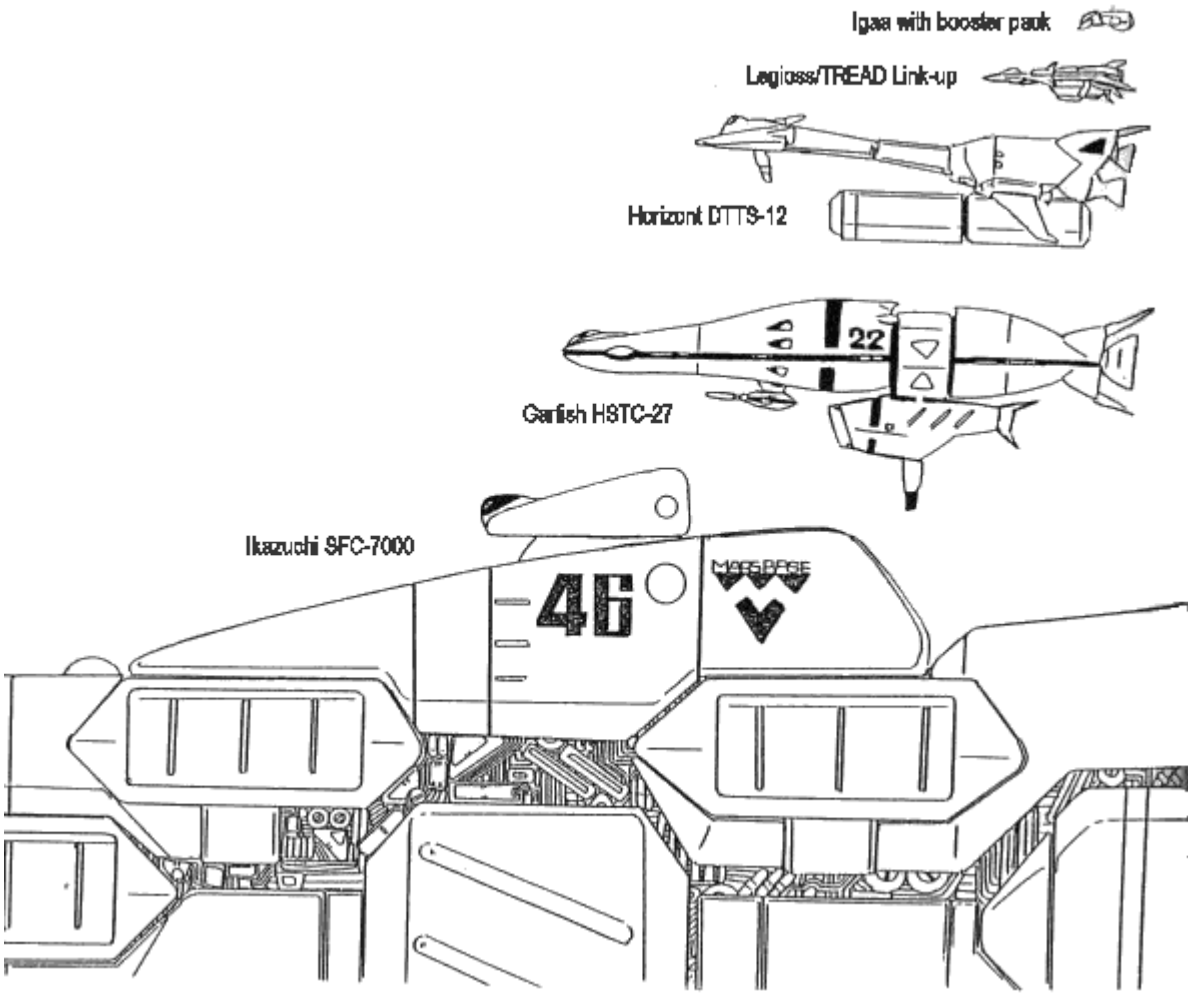
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer Weapon Mount (x2), 300km/100 hours per power cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque

Notes
Standard model stored in each Legioss.

Capital ships of Mospeada

Military Transports – Horizont DTTS-12, Garfish HSTC-27, Ikazuchi SFC-7000, Izumo SFBB-9000



Garfish HSTC – High-Speed Troop Carrier

One of the mainstays of the Mars Base fleet, the Garfish has been in common use since before the Inbit invasion of Earth. With high speed, heavy weaponry, good armor, the ability to carry a large amount of cargo or troops coupled with it's own fighter wing, the Garfish was a popular choice for the Earth Recapture missions.

The Garfish has a rounded hull reminiscent of its namesake, split near the middle be a blocky, rectangular cargo section from which the ship's fighter bays hang. The Garfish is split into six decks, four in the main hull and two fighter decks. The forward decks of the main hull are the domain of the crew, with the ship's bridge, mess hall, and communal bunk rooms taking up much of this space. The middle section contains two large cargo bays, with lifts to move supplies down to the upper and lower fighter decks, from which three emergency use thrusters are mounted on the back. The rear section of the ship houses the Garfish's three primary engines, main reactor and fuel tanks.

While the Garfish features a good amount of armor plating, it does not rely on this alone for defense like the Horizont. Mounted the bottom of hull, just in front of the fighter bays, is a large tri-barrel energy cannon turret on a rotation point. A combined triple blast is more than enough to ravage Inbit clam ships or single Inbit mecha. The turret is backed up by six horizontal missile tube, three each side with two above the

midline of the ship and one tube below. The Garfish primarily carries anti-ship missiles of limited usefulness against smaller enemies such as the Iigaa Boosters. Like other Mars Base designs, the Garfish's primary anti-mecha defense is provided by it's own fighter compliment. The Garfish's fighter decks can carry a total of nine Legioss Armo-Fighters, 6 on the larger upper deck and 3 on the lower deck.

Though the missiles and turret are more than enough to destroy any single attacking mecha, there were just not enough weapons and those is had were useless against a deluge by suicide runners attacking from all sides. When the Garfish is separated from it's fighter cover, this proved to be the major downfall of all the Garfish involved in the Mars Base Recapture missions. The Garfish also often suffered the same problem as the Horizont, entering Earth's atmosphere too fast, but it's heavy armor often saved them from burning up, though their lack of aerodynamic controls caused them to crash at very high speeds.

Horizont DTTS – Dive Transatmospheric Troop Shuttle

The Horizont serves as the primary, heavy lift cargo shuttle for the Mars Base military. While other Mars Base ship designs can land on a planetary surface through brute force use of their thrusters, the Horizont was designed to operate well in a planetary atmosphere with large wings and an aerodynamic shape compared to the Garfish and Ikazuchi. Minimal interior space inside the Horizont's hull is given over to its human crew, resulting in a cramped ship with its full crew complement aboard. The primary nexus of the shuttle is contained in its wedge shaped nose. Foremost is the cockpit/bridge area, with controls for the pilot and co-pilot, as well as four stations for the sensors, engineering, communications and tactical planning. A door at the rear of the cabin leads through a short corridor to the Horizont's small eating and sleeping area. Though the room features 10 beds and an eating/food preparation table it is quite small and cramped, with off duty crewmembers sharing the room with on duty members. The command cabin and lounge can be ejected in space to form an escape pod, with enough emergency life-support aboard to keep the crew alive for 2 days.

Down a short stairwell leading from the Horizont's nose into its 'neck' is the Ride Armor trooper bay, 14 soldiers in Mospeada ride-armor mode lie in acceleration couches in the floor, with their stored mode Ride Armor above them. Beyond this is a small hallway with a set of stairs down to the Legioss access bay. After the First Earth Recapture Mission, the Tread was developed to extend the abilities of the Legioss. However, the fighter bays on the Garfish and Ikazuchi could not easily take the linked mecha and the Horizont was modified to carry a combined Legioss-Tread on it's underbelly, and provide the Horizont with some cover of it's own.

The bay can be raised and lowered, fitting air tight around the Legioss from the mid-nose to just in front of the upper missile pods of the mecha's retracted arms. With the bay down the shuttle's technician can change the Legioss's fuel cells as well as top up its life-support system. There is no access to the linked Tread via the bay, and it is usually unmanned. When the linked Armo-Fighter is ready to be launched, the bay is raised and the docking grapples release the Legioss/Tread Link-up as it throttles up. Rear of the Legioss bay is the shuttle's three primary engines, inaccessible by the crew from the inside of the Horizont.

The Horizont's main use is its two hexagonal cargo pods hanging from the shuttle's wings, each capable of carrying a large volume of supplies or mecha down to a planetary surface. Each pod is self-contained and there is no access from inside the Horizont.

The designers assumed that the Horizont shuttles would receive protection and cover from the fleet's fighters and orbiting ships, trading armor and weaponry for increased cargo carrying capacity and more powerful thrusters. In actual combat against the Inbit, the fast and highly maneuverable Iigaa Booster flew rings around the slower Horizont and proved hard for their fighter cover to take down. The other option Horizont pilots had was a desperate race to outpace the incoming Inbit, unfortunately most were unable to safely enter Earth's atmosphere at such high speeds and burned up. Many surviving Mars Base troops, scavengers and resistance units searched for downed Horizont shuttles, the heavily armored cargo pods and their valuable contents usually remaining intact, hopefully arriving before the Inbit and their human sympathizers.

Ikazuchi SFC – Space Fortress Carrier

The Ikazuchi heavy carriers form the backbone of the Mars Base fleet. They carry the majority of the combat fleet, troops, heavy weapons and command staff for the major segments of the Recapture Missions.

The class resembles the more submarine style of ships with rectangular body shape with four engines on each rear corner. The vessel can't really be described as fast, but with it's four main engines and two auxiliary engines set on the sides between main engines all firing at full thrust gives it good speed for it's large size. Usually the engines are only run at a fraction of their full thrust, giving the Ikazuchi the long range transport abilities that the Mars Base fleet lacked in it's smaller ships.

Twelve reasonably large decks are contained inside the Ikazuchi's heavily armored hull, spacious when compared with the Garfish and Horizont. The crew decks feature double-occupancy cabins for the majority of the crew with a small number of luxurious single-occupancy rooms for senior officers, with roomy mess and recreation rooms for all. The rest of the ship is given over to combat supplies and mecha, with the Ikazuchi carrying the majority of the recapture missions Legioss wings. Six launch bays, three on each side around the center midline of the ship, are capable of launching up 152 Legioss's in Armo-Soldier mode directly into battle within seconds.

The Ikazuchi's main weapons are eight long-range Tri-barrel energy turrets, each capable of destroying an Inbit clam ship or an entire wave of Inbit mecha. But once enemy mecha make it in close, the ship relies on it's own mecha to protect it. In the standard battle plans however, the ship's complement of mecha is sent forward to stop the enemy's approach, who often punched holes right through the defending mecha and begin suicide runs on the now unprotected ships. Even with it's very heavy armor, Ikazuchi ships can usually only take few suicide runs from Inbit mecha as their slow rate of turn makes it hard to escape from fast enemy mecha like the Iigaa Booster.

Izumo SFBB – Space Fortress Battle Base

The Izumo class ships are the most powerful ships in the Mars Base fleet. Each massive ship carries an enormous amount of crew, troops, mecha and weapons. Due to the large size and cost, only one vessel, the MBSS Izumo, was completed in time to be

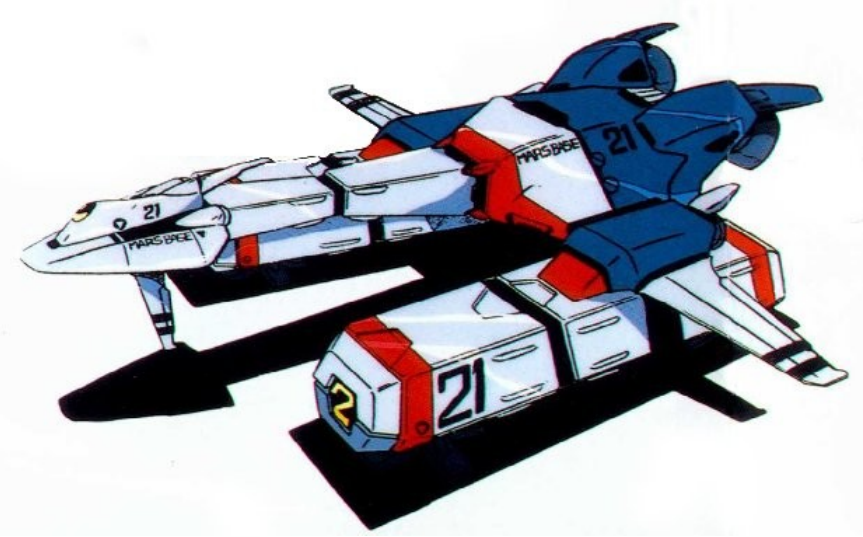
used in the end of the Inbit conflict as the command ship of the Third Earth Recapture Mission.

The Izumo was largely based on the smaller Ikazuchi class carrier. A pair of secondary weapons pods were added to the sides to carry a pair of enormous particle cannons and to act as shields to protect the enlarged main hull from side attacks. A third, smaller weapons and hanger pod was added to the lower hull of the ship. Surprisingly, the Izumo suffers from the same flaw as the Ikazuchi and Garfish class ships- a lack of Anti-Aircraft armament. Hangar decks and crew spaces were distributed through the vessel, including several of the quick-launch bays first used on the Ikazuchi. However, there is a large main Horizont bay located in the lower body, capable of a high turn-around rate on the shuttles. There is no command citadel, though there is a conning tower that rises above the main hull, on which the CIC is located.

Mospeada Capital Ship Profiles

Horizont DTTS-12

COST: ?? CP
Manufacturer: Mars base



HEIGHT: 15.3m
WIDTH: 56.9m
LENGTH: 50.3m
WEIGHT: 2200 tons; 2920 tons maximum payload
CREW: 8, including a mission commander, a pilot, a co-pilot, a communications specialist, a sensors specialist, a technician, Ride Armor squad commander, and a pilot for the Legioss

Hull Class: Superlight
KILLS: 200
ARMOR: SP 20
SPACES: 2

MA: ??
Turn: +1
Crew Quality: B (14+1d10)

System	Kills	Range
MW Communications	??	
AH Sensors	??	

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment

Legioss/Tread	1
VR-052	14

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (?? for 10 years)

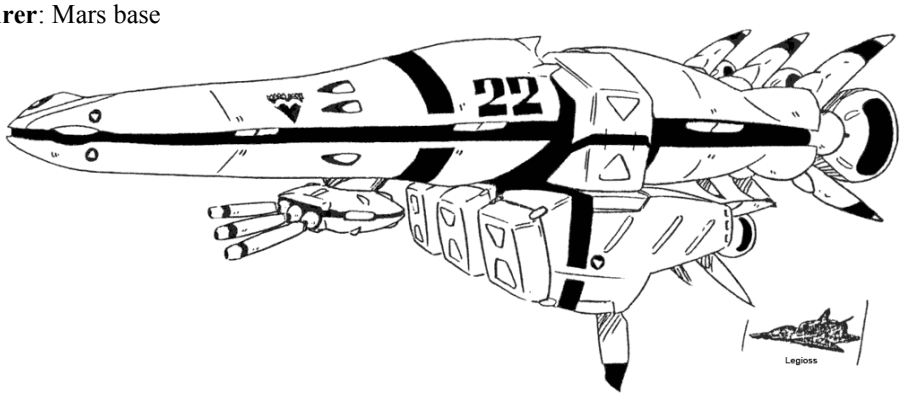
Bays
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??
* Each pod carries 4-8 mecha, 96 Mospeada or up to 300 tons of cargo

Multipliers
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

Programme: ??

Garfish HSTC-27

COST: ?? CP
Manufacturer: Mars base



HEIGHT: 33.2m over main hull; 56.0m over hangars; 69.9m over all
WIDTH: 59.4m
LENGTH: 187.7m
WEIGHT: 62,500 tons
CREW: ?

Hull Class: Medium Striker
KILLS: 800
ARMOR: SP 40
SPACES: 8

MA: ??
Turn: +4
Crew Quality: B (14+1d10)

System	Kills	Range
MW Communications	??	
AH Sensors	??	

Weapon	Arc	DMG	Range	WA	Kills	Payload
Medium Laser (1)	F	200K	250,000	+1	200	U
Torpedo Tube (6)	A	50K	123,597	+1	30	10 each

Mecha/Shuttle Compliment

Legioss	9
VR-052F	20-40

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (?? for 10 years)

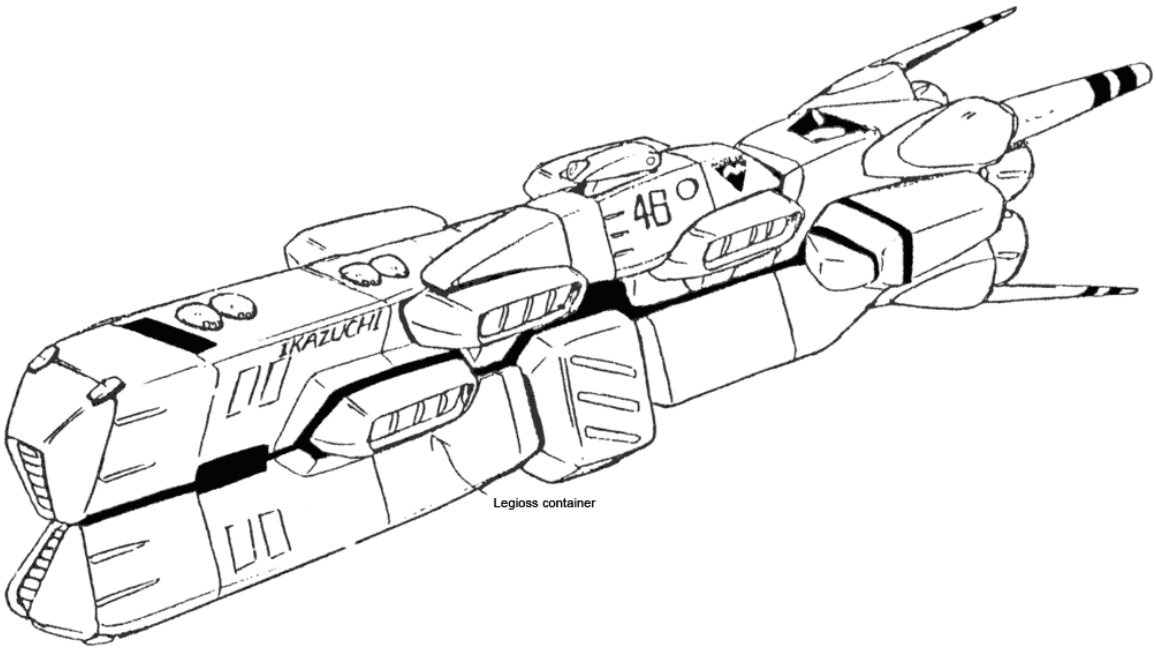
Bays
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

Multipliers
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

Programme: The ship is capable of 0.8 g of acceleration for eighty minutes, 1.2 g for fifty minutes, and emergency 2 g is available for 5 minutes. The secondary engines can reach 1g for 15 minutes. It also has a sublight capability of .001 of light.

Ikazuchi SFC-7000

COST: ?? CP
Manufacturer: Mars base



HEIGHT: 177m
WIDTH: 154m
LENGTH: 702m (608m excluding engine shields)
WEIGHT: 6,830,000 tons
CREW: Total 7068 (1117 crew and 5951 troops; can support 800 more)

Hull Class: MegaHeavy +
KILLS: 2230
ARMOR: SP 90
SPACES: 25

MA: 28 (Mach 2)
Turn: +11
Crew Quality: B (14+1d10)

System	**Kills**	**Range**
MW Communications	200	15,000 km
AH Sensors	300	3,000 km

Weapon	**Arc**	**DMG**	**Range**	**WA**	**Kills**	**Payload**
Medium Laser (8)	Top	100K	250,000	+1	100	U

Mecha/Shuttle Compliment (estimated)

Legioss	152
VR-052	3000
VR-041	600
VR-038	900
Titan	1

* The hanger carries an additional 48 Legioss, 12 Tread, or 24 Legioss and 12 Tread; typically 8 are Legioss drones or after the 3rd Recapture mission, Jagd Dark Legioss drones

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Omnidirectional Barrier System, Life Support (70,000 for 40 years)

Bays
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

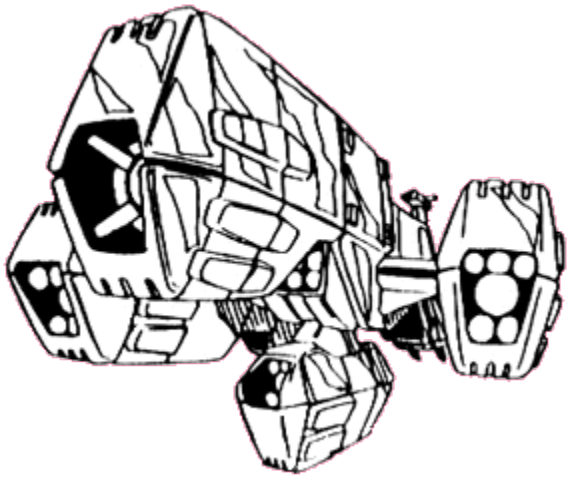
Multipliers
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

Programme: ??

Notes: The ship is capable of 0.25 g of acceleration for four minutes, 0.5 g for two hours, 1 g for 1 hour, and emergency 1.2 g is available for 20 minutes. The secondary engines can reach 2g for 10 minutes. It also has a sublight capability of .001 of light.

Izumo SFC-9000

COST: ?? CP
Manufacturer: Mars base



HEIGHT: 1012m
WIDTH: 282m
LENGTH: 304m
WEIGHT: 16,000,000 tons
CREW: 9500 total

Total Crew: 1937 including 275 medical, 130 cooks, 232 command/security and 1300 engineers - 1162 main body, 250 each side pod, 275 lower pod

Total Troops: 7590 including 1740 Legioss pilots (1275 main, 200 each side, 65 lower) and 1824 Mospeada pilots with 1000 more in reserve

Hull Class: MegaHeavy +
KILLS: 3500
ARMOR: SP 90
SPACES: 37

MA: 28 (Mach 2)
Turn: +11
Crew Quality: B (14+1d10)

System	Kills	Range
MW Communications	200	15,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5, Limited Firing						
Superheavy Laser (2)	F	500K	6,437,376	+1	500	U
Warm Up 1, one in each side pod						
Heavy Laser (28)	A	200K	6,437,376	+1	200	U
10 on each side pod and 8 on main hull						

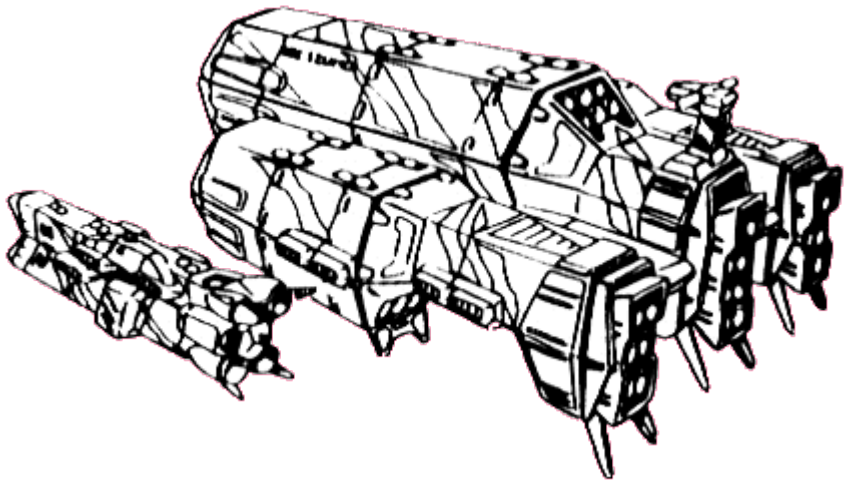
Mecha/Shuttle Compliment

Legioss	268 [232]
Tread	20
VR-052	1500
VR-041	500
VR-038	800
Horizont	8
AAT-30	70

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (70,000 for 40 years)

Bays
Mecha: ?? [1200]
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

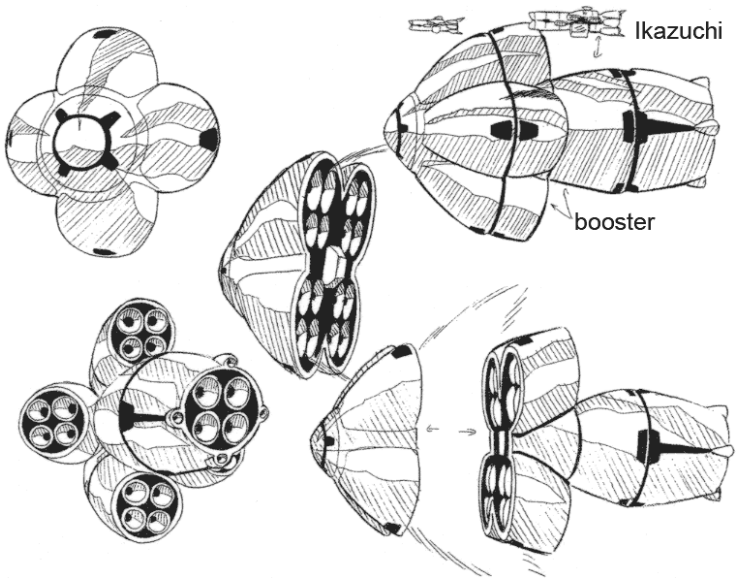
Multipliers
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Crew Grade B (x0.6)



Programme: Large-scale flagship of the 3rd Invasion Fleet. References indicate that there was only a single such ship built.

Neutron-S Missile "Anubis-1"

COST: ?? CP
Manufacturer: Mars base



DIAMETER: 1000m (main section), 1850m (drive-section cap), 1700m (warhead)
LENGTH: 2800m (overall), 1050 (warhead)
WEIGHT: 908,000,000 tons
CREW: N/A

Hull Class: MegaHeavy+
KILLS: 11,250
ARMOR: SP 110
SPACES: ??

MA: ??
Turn: +12
Crew Quality: N/A

System	Kills	Range
MW Communications	??	
AH Sensors	??	

Weapon	Arc	DMG	Range	WA	Kills	Payload
Nuclear Warhead	--	*	6,437,376	+3	11,250	--

15,000,000 megaton yield for 300,000,000,000K (yes 300 trillion Kills) with Blast the size of Texas

Mecha/Shuttle Compliment
None

Optional Systems
Self Destruct

Bays
None

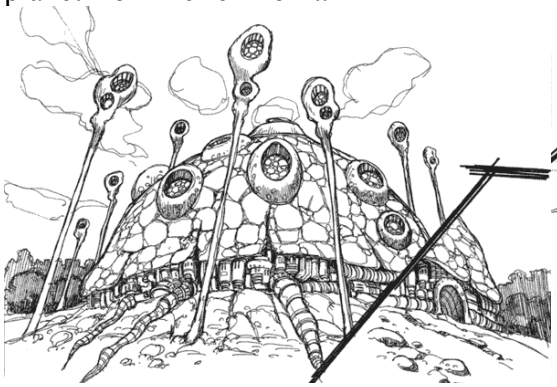
Multipliers
Engines MA ?? (x0.8), Hyperdrive (x1.0)

Programme: ??

Chapter 4 – The Inbit

The Inbit came from a distant star and have been wandering the cosmos seeking to perfect their evolution. A scene in the first episode implied there are multiple groups of Inbit spread out through the universe. The Inbit search for life-giving worlds and then land on them to study their animal life. After the Inbit have studied and experimented on the life forms they find, they change their bodies with the knowledge they have gained. Once they are satisfied they've learned all they can from the planet they move on in search of another one.

The Inbit have a hive-like social structure and similarities can be drawn between them and other creatures that form hives like ants and bees. The soldiers seen in much of the show are nearly mindless beings that obey every order of their leader, Refless. The Refless is an advanced being with great intelligence and power who leads all Inbit on the planet from Reflex Point.



Because of their hive-like society, the Inbit are not used to dealing with other sentient races. When the Inbit invaded Earth there were no attempts at communication. The Inbit struck quickly and reduced the cities and human population considerably. Once they settled in they ignored humans. They considered them inferior beings and saw no reason to attack their off-world colonies. They attempted no commerce or communication with the conquered humans. Inbit patrols attacked humans using military vehicles or any weapons large enough to threaten Inbit safety. The result of this policy was the Inbit remained very mysterious to the human survivors. The only real interest they took in humans was biological study and the soldier hunts.

The first two invasion fleets, though thoroughly vanquished, left surviving soldiers behind. Refless was concerned that these soldiers might cause trouble for the Inbit hives that dotted the landscape, so resources were devoted to hunting them down. The very rare and limited communication that occurred between Inbit and humans was to set traps in some towns for soldiers. The townspeople would agree to lure soldiers into vulnerable positions in exchange for not being annihilated by the Inbit.

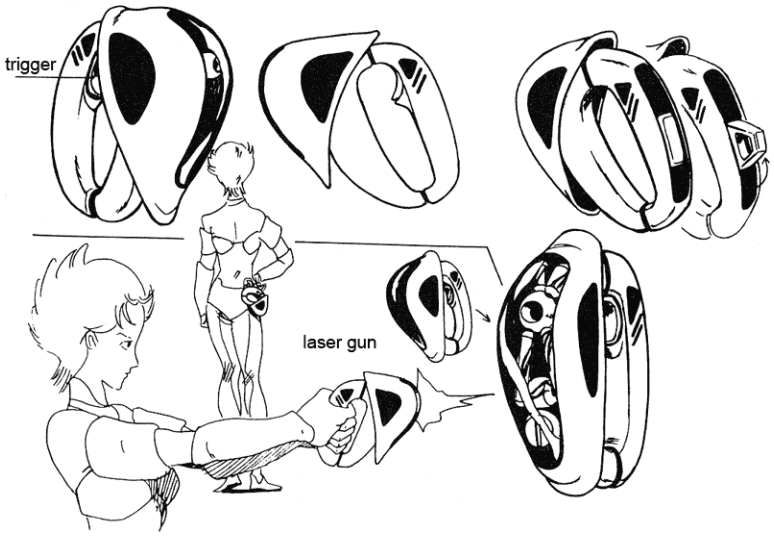
As advanced as their mechanical knowledge seems to be to humans, it is their biological knowledge that is their true focus. The Inbit use their bio-technology to create soldiers and servants that are living reproductions of earlier stages of Inbit evolution. The soldiers are inserted into mechanical bodies that fuse with them and become their

permanent bodies. Only the Refless can safely remove an Inbit soldier from its mechanical body and place it in another. Because the Inbit focus so keenly on biology their mechanical technology appears to progress slowly. Although new mechanical bodies are created during their occupation of Earth, the humans advanced their technology more quickly and were able to attain an equal level or better for their combat machines by the end of the story.

By the end of Mospeada an interesting twist occurs. The Inbit decide that humans are the highest life form on Earth. To continue their program of higher evolution Refless starts raising Inbit servants up by granting them human bodies. They appear human in every way except the green color of their blood. What Refless didn't fully understand was that along with the human body comes the human mind. The new human-form Inbit were subjected for the first time to human emotions and individuality. Individuals like Sorji and Aisha started questioning Refless' decisions while others, like Battra, developed obsessions. This would probably have caused a major upset in Inbit society but by the time Refless was starting to notice it the third invasion fleet had forced the Inbit to leave Earth. Many human-form Inbit remain behind when the Inbit depart for another planet. They integrate into human society. Whether or not they have an easy time is not known.

Solugi Laser Pistol

As the Refless began to anticipate the transmutation of her race into the humanoid Solugi form, she saw the need for a personal weapon, eventually settling on a pistol. Prior to this time, the Inbit had relied entirely on the Protector armor in humanoid style combat and relations. Based upon the internal mechanisms of the Mars Gallant H-90, the removable grip contains an energy magazine instead of the Gallant's energy capacitor system.

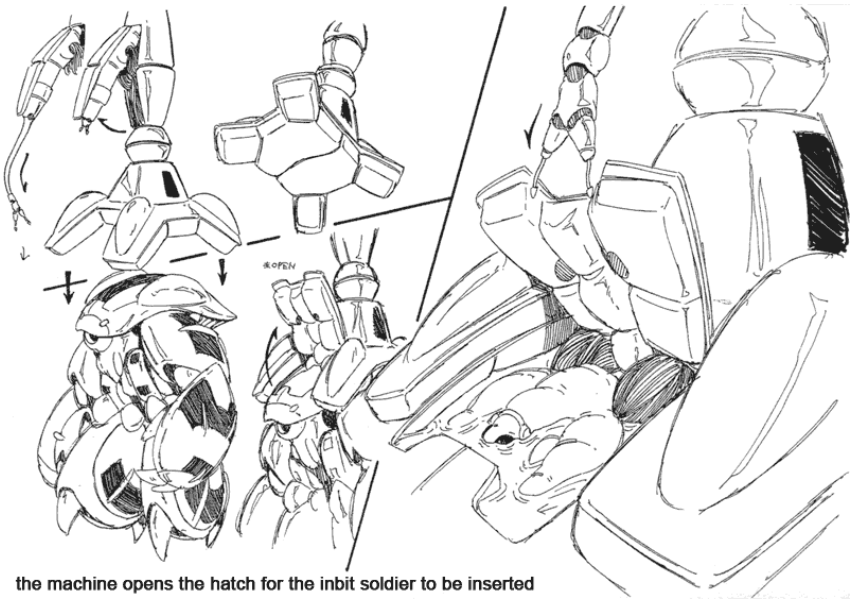


Weight: 0.6kg Length: 22cm
+1 WA, Range ?, 3d6 Hits, Clip 45

Chapter 5 – Inbit Mecha

This chapter covers the mecha of the Inbit. Inbit mecha seem to be a form of techno-organic "grown" mecha rather than built in factories. The pilot sits in a cockpit

area filled with fluid and pilots the mecha from there. There is almost no information on how they pilot or how their mecha work.



the machine opens the hatch for the inbit soldier to be inserted

Inbit Weapon Systems

Inbit Missile

Only used with the Gosu.
+1 WA, Range 64, 6K, CMV, 7 CP

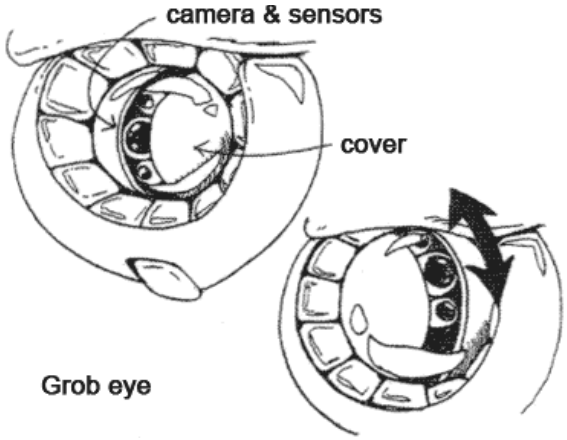
Plasma Pulse Cannon

Mounted on the Gosu mecha. It is comparable to the EU-13 used by the Legioss, but with a lower rate of fire and higher energy output.
+1 WA, Range 24, 3K, BV4, All-Purpose, 3 Kills, 3 Spaces, 58.5 CP

Heat Cannon

The Gamo mounts a pair of these on its back/shoulders. They can converge on a single target to melt even the strongest armor in seconds.
+1 WA, Range 24, 7K, Crosslinked, 7 Kills, ?? CP

Aim for the Weak Point!



In the anime, almost any Inbit mecha could be instantly taken out by targeting the sensor eye, since it leads directly into the Inbit pilot's "cockpit". The sensor eye has only 15 SDP and SP 5, but imposes a -5 penalty to hit. Any damage that gets past the sensor eye goes directly to the pilot. Any Inbit with INT 4+ seem to realize this and may attempt to block attacks aimed at this vulnerability, those with less INT are seemingly oblivious.

Mecha – Iigaa/Iigau, Gurab/Guraa, Gamo, Gosu, Protector Inbit
Capital Ships – Shell-Dor Carrier

Gamo – This is the largest of the Inbit insectoid mecha, it was created to the low effectiveness of the earlier Inbit mecha against such human mecha as the ride armors and is only seen in the second half of the series. It is about 22 feet tall, mounting large twin heat cannons over it's shoulders, which can fire either a convergent beam, capable of melting almost anything, or twin beams for greater area destruction. Smaller plasma cannon on either side of the "eye" to back it up. It's often seen commanding lower stages of Inbit as well as in the company of it's kind as heavy assault teams. The Gamo is colored a mix of light blue and white and the primary weak point is, like on the other Inbit mecha, its "eye".

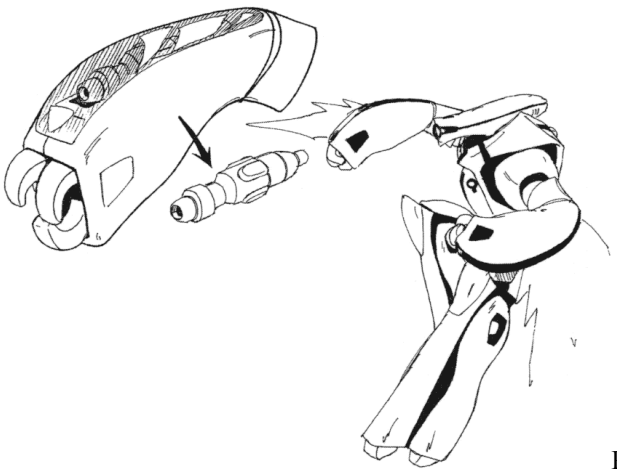
Gosu – The Gosu is designed to provide the human-like Solugi with their own mecha similar, but superior, to the Legioss in both purpose and capability. The Gosu carries a arm mounted plasma cannon, a small head mounted laser and in a departure from standard Inbit weaponry, a missile pack on each shoulder blade. The Gosu is more heavily armored than the Legioss and just as maneuverable, but it's cockpit is covered by a clear canopy leaving the pilot often dangerously open. The Gosu, while appearing in only very limited numbers, made short work of Legioss's, but found the powerful Tread another matter all together.

Gosu

Gurab – This is the primary soldier mecha of the Inbit, a large (almost 20 feet tall) purple mecha that looks like a beetle on steroids. It too uses its claws as its primary weapon, with greater effectiveness due to their size and weight. The second generation Gurab, the Guraa, like the Iigau, adds a pair of plasma cannons over the shoulders, though where the Iigau's cannon are simple bolt-on pieces, the Gurab's weapons are large and in separate housings capable of vertical motion. The primary weak point, like the smaller mecha, is the sensor, "eye", although Gurab's seem to know this and will block aimed shots with their large claws.

Iigaa – This is the most common mecha in the Inbit arsenal, a small (about the size of a modern car) red crab-like mecha whose primary armament is its large strong claws that are capable of ripping open mecha and starships alike. The Iigau is the next generation version of the Iigaa and adds a pair of plasma cannon mounted on the shoulders. The Booster Pack turns the Iigaa into a high speed fighter, perfect for kamikaze attacks. Their primary weak point is their sensor "eye", mounted directly in front of the cockpit. A direct hit will break through and kill the pilot.

Protector Inbit – This is the smallest and least common of the Inbit mecha. Just slightly taller that a normal human, its primary purpose is guarding valuable locations, urban investigation and acting as a intermediary with the humans where larger mecha is less than desirable. It's only armament is small lasers mounted on the back of the wrists, a large laser rifle and a shield and is not known to be capable of flight. The Protector comes in 2 color schemes: dark grayish-blue and white for those guarding hives and a light green and off-white for units moving about urban centers. They are not very well armored, and a single shot from a Gallant hand gun will usually kill them.



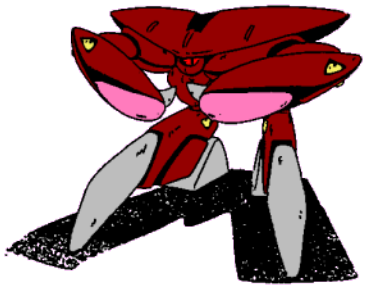
Protector concealed laser

Shell-Dor Carrier – This giant double-clamshell ship opens up both the top and bottom external hull to expose 448 Iigaa with booster (224 in either half). While the ship itself has no weaponry, it can launch hundreds of Inbit mecha in less than a minute.

Inbit Mecha

Iigaa

COST: 86 CP
Availability: ?



HEIGHT: 2.50 m
WIDTH: 3.75 m
LENGTH: 3.25 m
WEIGHT: 4500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-1	6 (300m/round)	19 (950m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		STR	6	7	STR	3	3
Right Arm		STR	3	4	STR	3	3
Left Arm		STR	3	4	STR	3	3
Right Leg		STR	3	4	STR	3	3
Left Leg		STR	3	4	STR	3	3

Thrusters	Location	MA
Thruster	Right Leg	9.5
Thruster	Left Leg	9.5

Sensors	Location	Kills	Sensors	Communications
LW Class	Torso	1	2 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	3K	Melee	+0	3	U	Quick, AP

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque

Iigau

COST: 104 CP
Availability: ?

HEIGHT: 2.50 m
WIDTH: 3.75 m
LENGTH: 3.25 m
WEIGHT: 4500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-1	6 (300m/round)	19 (950m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		STR	6	7	STR	3	3
Right Arm		STR	3	4	STR	3	3
Left Arm		STR	3	4	STR	3	3
Right Leg		STR	3	4	STR	3	3
Left Leg		STR	3	4	STR	3	3

Thrusters	Location	MA
Thruster	Right Leg	9.5
Thruster	Left Leg	9.5

Sensors	Location	Kills	Sensors	Communications
LW Class	Head	1	2 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	3K	Melee	+0	3	U	Quick, AP
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque

Iigaa/Iigau Booster

COST: 35 CP
Availability: ?

Length: 4.45m
Width: 3.75m
Height: 2.4m
Weight: 3500 kg
STR class pod with STR armor (3K, SP 3) and MA 54 thrusters (limited to MA 46 in an atmosphere)

Gurab

COST: 138 CP
Availability: ?

HEIGHT: 5.0 m

WIDTH: 4.0 m
LENGTH: 4.6 m
WEIGHT: 10,000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-1	6 (300m/round)	15 (750m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	HS	5	5
Right Arm		MS	5	6	HS	5	5
Left Arm		MS	5	6	HS	5	5
Right Leg		MS	5	6	HS	5	5
Left Leg		MS	5	6	HS	5	5

Thrusters	Location	MA
Thruster	Right Leg	7.5
Thruster	Left Leg	7.5

Sensors	Location	Kills	Sensors	Communications
LW Class	Head	1	2 km	500 km

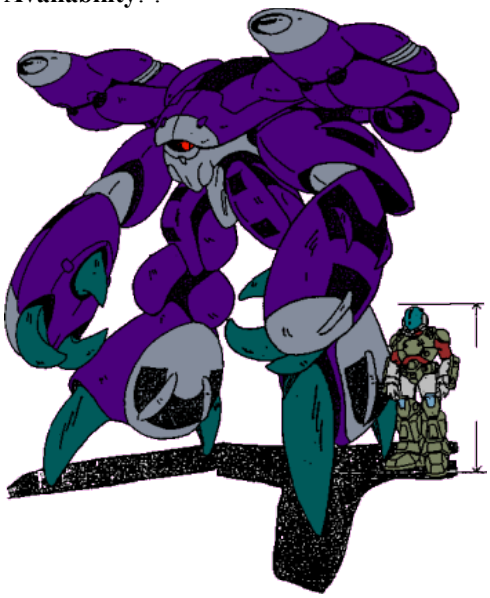
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Claws	Legs	6K	Melee	+0	5	U	AP

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque

Gurab 2nd Generation

COST: 311 CP
Availability: ?



HEIGHT: 5.8 m
WIDTH: 4.6 m
LENGTH: 4.6 m
WEIGHT: 11,500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-1	6 (300m/round)	15 (750m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	HS	5	5
Right Arm		MS	5	6	HS	5	5
Left Arm		MS	5	6	HS	5	5
Right Leg		MS	5	6	HS	5	5
Left Leg		MS	5	6	HS	5	5

Thrusters	Location	MA
Thruster	Right Leg	7.5
Thruster	Left Leg	7.5

Sensors	Location	Kills	Sensors	Communications
LW Class	Head	1	2 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Claws	Legs	6K	Melee	+0	5	U	AP
Plasma Cannon	Torso				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6
Plasma Cannon	Torso				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque

Gamo

COST: 183 CP
Availability: ?

HEIGHT: 10.1 m
WIDTH: 9.5 m
LENGTH: 9.1 m
WEIGHT: 26,500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm		MS	5	6	MW	6	6
Left Arm		MS	5	6	MW	6	6
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
Thruster	Right Leg	9
Thruster	Left Leg	9

Sensors	Location	Kills	Sensors	Communications
LW Class	Head	1	2 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Heat Cannon	Torso	7K	24	+1	7	U	Linked
Heat Cannon	Torso	7K	24	+1	7	U	Linked
Plasma Cannon	Torso	1K	12	+1	1	U	BV2, Linked Anti-personnel Variable
Plasma Cannon	Torso	1K	12	+1	1	U	BV2, Linked Anti-personnel Variable

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque

Gosu

COST: 256 CP (+560 CP for 80 missiles)
Availability: ?

HEIGHT: 8.8 m
WIDTH: 4.0 m
LENGTH: 3.6 m
WEIGHT: 23,000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-1	6 (300m/round)	21 (1050m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Head		STR	3	4	STR	3	3
Right Arm		MS	5	6	HS	5	5
Left Arm		MS	5	6	HS	5	5
Right Leg		MS	5	6	HS	5	5
Left Leg		MS	5	6	HS	5	5

Thrusters	Location	MA
Thruster	Right Leg	10.5
Thruster	Left Leg	10.5

Sensors	Location	Kills	Sensors	Communications
MS Class	Head	1	7 km	1000 km

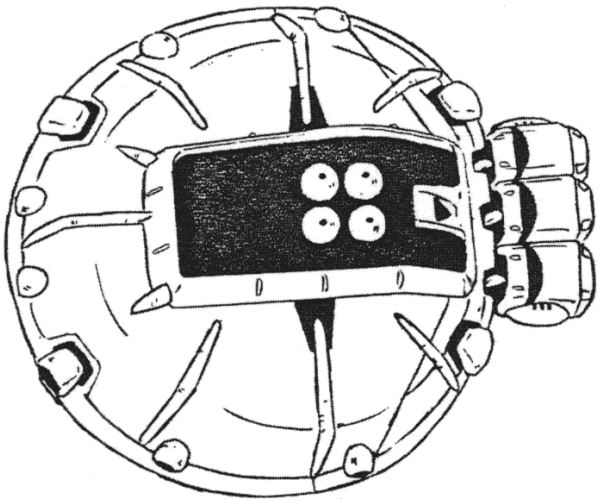
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Pulse Cannon	Right Arm	3K	24	+1	3	U	BV4, All Purpose
Laser	Head	1K	12	+1	1	U	BV3, All Purpose
Missile Rack	Torso	6K	64	+1	16	40	CMV, Linked
May fire in volleys of up to 10							
Missile Rack	Torso	6K	64	+1	16	40	CMV, Linked
May fire in volleys of up to 10							

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque

Shell-Dor Carrier

COST: ?? CP
Manufacturer: Inbit



HEIGHT: 152m
WIDTH: 34m
LENGTH: 183m
WEIGHT: 7500 tons
CREW: unknown

Hull Class: Superlight
KILLS: 400
ARMOR: SP 40
SPACES: 4

MA: 20
Turn: ??
Crew Quality: ??

System	Kills	Range
?? Communications	??	
?? Sensors	??	

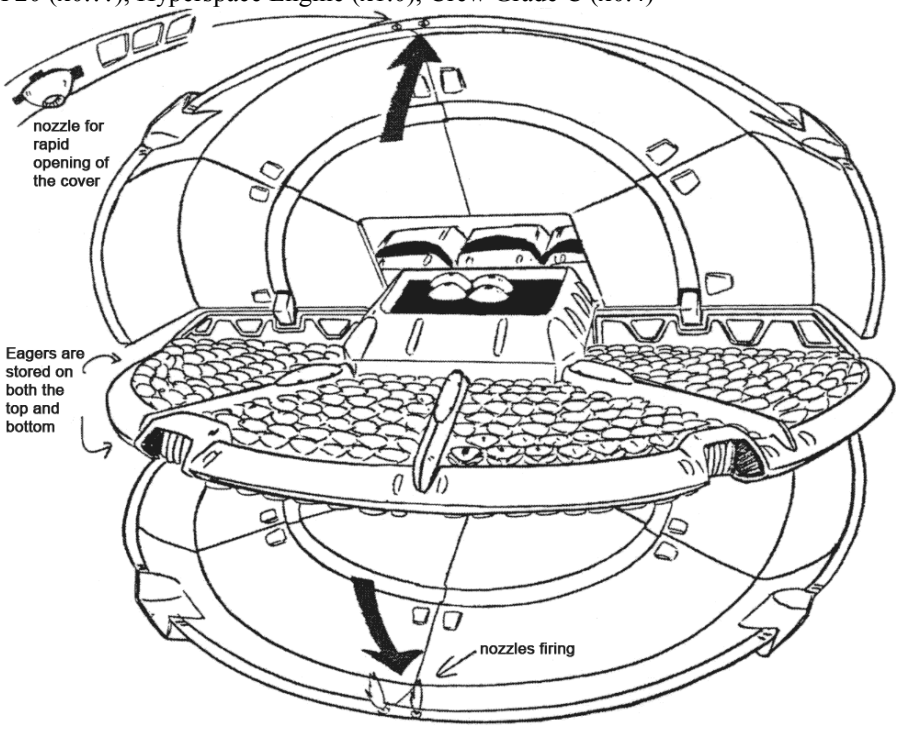
Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
Iigaa/Iigau 448
*with booster

Optional Systems
Subspace Mass Sensors, Self Destruct, Antigravity Drive, Life Support (?? for ?? years)

Bays
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

Multipliers
Engines MA 20 (x0.??), Hyperspace Engine (x1.0), Crew Grade C (x0.4)



Programme: ??

Notes: Maximum space acceleration 1.2G

Chapter 6 – Evolution

Evolution: (n) [*Biology*] change in the gene pool of a population from generation to generation by such processes as mutation, natural selection, and genetic drift.

To the Refless, it is the driving force behind the Inbit invasion, and their primary purpose of existence. The Refless seeks the perfect evolutionary state for her children, and her search has lead her to the Earth. In Mospeada, it is never stated from whence the Inbit came from aside from a reference to being extra-galactic. Nor is there any real sense of how long the Inbit have been on this evolutionary quest.

To aid her in understanding evolution, the Refless creates a "genesis pit" deep in the jungles of South America. There, she somehow gets her hands on the DNA of dinosaurs and other early animals, extinct on Earth for millions of years, and grows clones of them. From there, she accelerates their evolution and introduces different random elements to observe how they affect the evolutionary path of the Earth creatures. This information is then considered for application to the Inbit.

Through the Inbit occupation, she takes in human captives from time to time and performs experiments on them to test their intelligence, strength and capacity to withstand pain. Some are given bio-technical augmentation similar to cybernetics, while some are genetically altered.

Near the end of the Inbit occupation, the Refless decides on the human form as being the most perfect creature on Earth, and evolves a handful of her Inbit into "solugi" form. These are Aisha, Sorji and Batra. With the human mind comes human emotions and drives, and for the first time in the history of the Inbit, the Refless' children have desires that go counter to her own.

In the anime, the genesis pit was filled with all manner of dinosaurs.

Carnosaurs

These are the smaller meat-eaters, such as velociraptors and allosaurus.

Tyrranosarids

This includes larger meat-eaters, such as tyrannosaurus and albertosaurus.

Iguandontis

This includes smaller plant-eaters that stand upright, and use long forearms to pull low branches down for feeding.

Stegosaurids & Ceratopids

These are larger plant-eaters that remain on all fours. They often have elaborate fins, spines, plates or crests. Some also have spikes or mauls at the tip of the tail for defense.

Brachiosaurids

This includes all manner of supersized plant-eaters. They typically have extremely long necks and tails.

Ichthyosaurids

This includes the monstrous predecessors of sharks and whales.

Pterosaurids

These are the large reptilian fliers.

Chapter 7 – NPCs

This chapter details several major NPCs that are in the series.

Stick Bernard

Role: VF Pilot
Stats: INT 5, COOL 4, PRE 7, EMP 7, REF 6, DEX 6, TECH 6, STR 5, BOD 5, ATTR 5, MA 5, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Legioss 7, Mecha Weaponry 7, Mecha Combat 5, Pilot: Fixed Wing 4, Computer Operation 3, Dodge & Evade 7, Radio Communication 5, Mecha Pilot: Mospeada 6
Perks/Talents: Rank ?, Membership (Mars Force) ?, Combat Sense 3, Ace Pilot
Complications: Obsession (revenge against the Inbit) -10

Stick Bernard first appears in "Prelude to the Offensive" and plays a major role in the defeat of the Inbit. Army all the way, Stick is a no nonsense, straight laced military officer who only seems to opens up around his wife to be, Marlene Rush. They are can hardly wait for their marriage after the Inbit were defeated and the Earth recaptured.

It was not to be, with the forces of the Second Earth Recapture Mission getting slaughtered in orbit and Marlene's ships exploding before his very eyes. Stick crash lands in South America, the love of his life dead and his mission a failure. He views for the first time the holo-pendant Marlene gave him, promising in her memory that he will head towards the Inbit's main hive Reflex Point and destroy it. He thinks of nothing but the mission, desperate to bury his sadness and grief. Along the way he finds others to assist in this mission, training them into a crack resistance unit. They come together and form a family of sorts, and Stick begins to open up a little. He meets one of his heroes, but learns the dark truth of heroics even while Johnson redeems himself. Even repeats of events similar to this one are not enough to dim his belief in humanity and the mission.

However Stick's hope is crushed when a Mars Base landing point he believed would defeat the Inbit is in ruin. He sits underneath a wrecked ship, not caring what happens. Ray and Houquet soon arrive with a female survivor, one that looks very much like his beloved Marlene. As always the Inbit soon attack, but the women sits screaming out in the open, helpless like his Marlene. Stick is snapped out of his trance and leads the group to victory once more.

Over the course of their travels, Stick slowly begins to fall in love this woman and is totally unprepared for the revelation that she is in fact a Inbit transmuted into human form, whose veins contain green blood instead of red. But eventually he is made to realize that this does not matter, as long as he love her. But even as he accepts her for what she is, the call of the mission, still unfinished pulls him away.
Gender: Male
Height: 5'10"
Weight: 160lb
Occupation: ?

Ray

Role: Inbit Resistance Fighter
Stats: INT 4, COOL 5, PRE 5, EMP 5, REF 5, DEX 5, TECH 5, STR 5, BOD 4, ATTR 6, MA 5, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.

Skills: Automatic Weapons 5, Dodge & Evade 5, Wilderness Survival 6, Demolitions 2, Streetwise 5, Melee 4, Motorcycle 6, Mecha Pilot: Tread 3, Mecha Weaponry 4, Mecha Pilot: Mospeada 5, Jury-Rig 3
Perks/Talents: ?
Complications: ?

The young man known simply as Ray is a wander living in the wastelands created by the conflict with the Inbit. He relies solely upon himself, salvaging what he needs from the ruins while avoiding the Inbit. However he soon runs into Stick Bernard, who had just crashed to Earth. He soon realizes that Stick is different from others he's met on Earth, Stick believes that simply lying down and taking the Inbit's dominion is wrong and has the skills and the mecha to help prove it. Along the way other soon join Stick, and Ray finds a place within the group. He also meets the young firebrand Houquet Et Rose, and at many turns tries to win her love. By the end of the series he is finally able to make it past her built up emotional armor and show that he truly loves her.

Put down by many fans due to his somewhat lacking piloting skills, but this just belies his role as both sometimes comedy relief and other times moral support. He keeps the hopes of the team up at many junctions, and we feel for him as he tries to win Houquet's heart. He is a skilled outdoorsman and has exceptional survival skills.

Gender: Male
Height: 5'7"
Weight: 140lb
Occupation: ?

Houquet et Rose

Role: Inbit Resistance Fighter
Stats: INT 6, COOL 6, PRE 5, EMP 5, REF 6, DEX 6, TECH 5, STR 4, BOD 4, ATTR 5, MA 5, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Automatic Weapons 4, Dodge & Evade 6, Wilderness Survival 3, Demolitions 2, Streetwise 5, Melee 3, Motorcycle 7, Mecha Pilot: Mospeada 6, Mecha Pilot: Legioss 4, Hand-to-Hand 4
Perks/Talents: Beautiful 2
Complications: ?

Houquet had a fairly ordinary childhood for those under the rule of the Inbit. As her home of Trench Town collapsed into near total anarchy, Houquet joined one of the new motorcycle gangs, the good Blue Angels which tried to keep the bad Red Snakes from ruling the town. Houquet had found her place; along side its leader and her boyfriend.

However life rarely stands still and after he decided to grow up and leave the gang behind, Houquet turned up to a rumble between the gangs alone and suffered a terrible beating. Her world destroyed, Houquet could remain no longer and departed, building up a emotional wall to keep other away and stop them hurting her. She found a serviceable red painted VR-38L Bartley Ride Armor which she used to continue helping the weak, whether attacked by the one of numerous gangs or the Inbit.

Betrayed by seemingly friendly town folk, Stick, Ray and Mint appeared doomed until a certain red Ride Armor and its owner saved them. Houquet later joined the group, but remained distant. A brush with her past proved to her that she could defeat the demons that dogged her. Slowly but surely she opens up and lets the group in, but refuses till the very end of the series to admit she loves Ray.

Houquet easily provides one of the stronger female roles in the series She also provides a counter point to the happy go lucky Ray, and it comes as no surprise that they fall in love. Houquet is tough, self-reliant and easily as effective as any of her male companions. Her first name is pronounced "Hoo-ke".

Gender: Female
Height: 5'7"
Weight: 110lb
Occupation: ?

Yellow Belmont / Yellow

Role: Mars Force Pilot
Stats: INT 5, COOL 5, PRE 6, EMP 6, REF 7, DEX 7, TECH 5, STR 4, BOD 4, ATTR 6, MA 5, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Pilot: Fixed Wing 6, Pilot: Gyro & Helicopter 5, Pilot: Vectored Thrust 5, Radio Communication 5, Navigation 6, Weapon Systems 5, Computer Operation 4, Acting 6, Disguise 7, Mecha Pilot: Mospeada 6
Perks/Talents: Bishounen/Beautiful 3
Complications: ?

Yellow is quite easily the most different of all the characters in Mospeada. An elite Mars Base fighter pilot with an interest in Japanese culture (particularly its theatre and the art of Musume – men portraying women on stage), Yellow flew in the First Earth Recapture Mission. Shot down in South America, he was rescued by a young woman named Clara, who nursed him back to health. The two quickly fell in love, only to have Inbit sympathizers arrive searching for those who fought against their Inbit masters.

When they kicked in the door, they found only two frightened women, Yellow wearing make up and acting like a woman, using his musume skills to their fullest. Clara and Yellow proceed to escape and head towards safety. They both prepared to leave the area by train, only to have Yellow leap off at the last second, leaving Clara to go to safety so he could fight the aliens. Yellow made use of his female persona, calling her merely Yellow and becoming a female singing star. Yellow raised the hopes of many with her songs, while at the same time sabotaging those who helped the Inbit as Yellow Belmont. Singing in one of the many wasteland towns, Yellow was at the center of a bar room brawl which drew the attention of Stick, Ray, Mint and Houquet. After they helped a local named Jim and defeated a Inbit patrol, Yellow realized that while he could damage the Inbit alone, he could do far more in a group. After revealing his secret, Yellow joined the group, using both his female persona's singing and fame equally as much as his elite piloting and combat skills. He is the first to see a stage five Inbit, the pilot Sorji. They feel an attraction to each other, which later causes Sorji to save Yellow and successfully reason with the Refles.

Yellow is an interesting character, with many people uncomfortable with his female persona believing it means he's homosexual. This could not be further from the truth, with many people not realizing the cultural differences with the Japanese original and traditional Japanese theatre. Yellow Belmont is easily the Japanese fan favorite, with Yellow playing a central role in the sequel OAV Mospeada: Love, Live, Alive.

Gender: Male

Height: 6'
Weight: 130lb
Occupation: ?

Jim Warston

Role: Mars Force Engineer
Stats: INT 5, COOL 3, PRE 3, EMP 3, REF 4, DEX 4, TECH 6, STR 8, BOD 6, ATTR 3, MA 3, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Jury Rig 6, Awareness/Notice 4, Mecha Tech 6, Aero Tech 5, Auto Tech 7, Mecha Design 2, Computer Operation 4, Drive 6, Automatic Weapons 5
Perks/Talents: ?
Complications: Coward -10

Serving as technical and moral support for rest of the team, this big lovable guy is haunted by the actions of his past. Originally hailing from Mars Base, Jim Warston took part in the ground offensive during the First Earth Recapture Mission, maintaining and resupplying a platoon of Ride Armor infantry. However when arriving at a pickup point he found the unit in tatters with only his best friend surviving. Right before his very eyes he watched as his wounded buddy crawled toward him, the Inbit close behind. Outnumbered, Jim's nerve broke and he tried to escape, his friend still calling for help. With the Mars Base forces shattered, Jim went underground and hid from the aliens, torn between proving he was not a coward and avoiding the war.

Events came to a head when a band of bikers kidnapped a friend, and with the assistance of Stick, Ray and Houquet he was able to rescue him, providing Stick with a fully armed and functional Legioss Armo-Fighter to strike at the Inbit. Finally realizing that he could no longer hide from his fear, Jim joined the band of rebels in the hope of facing it head on.

Jim's main role is to maintain the groups' mecha, but also fights with the group whenever possible. By the end of the series he has faced his fears and prepares to start life anew on planet Earth.

Gender: Male
Height: 6'8"
Weight: 240lb
Occupation: ?

Mint Lebue

Role: Civilian
Stats: INT 3, COOL 4, PRE 2, EMP 4, REF 4, DEX 4, TECH 2, STR 2, BOD 3, ATTR 3, MA 2, EDU 0
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: Obsession (rich boyfriend) -10

The youngest member of the resistance fighters, Mint is a spunky and obnoxious little girl who always wants to be in the middle of the action (often getting in over her head). Despite her annoying and troublesome antics her teammates love her and would go to great lengths for her. Mint has been wandering since her parents passed away, and is always looking for that great romance that she knows will happen. She teamed up with Stick's group of freedom fighters after her then-boyfriend lead them into an Inbit trap, joining Stick on his crusade. She certainly lives up to her name due to her particular love of peppermint candy, going out of her way to get it, and can always be pleased by giving her some as a present.

Mint is the group's mascot, providing someone the whole group can believe in and helping provide humor. It's never made clear how old she is, but she seems and acts fairly young (estimated 12 years old). As such, she is largely unskilled; her low stats do not imply inability, but reflect she is only half-done growing.

Gender: Female
Height: 4'2"
Weight: 86lb
Occupation: ?

Aisha

Role: Solugi Inbit
Stats: INT 4, COOL 4, PRE 5, EMP 5, REF 3, DEX 3, TECH 3, STR 3, BOD 4, ATTR 7, MA 3, EDU 0, PSI 3

Secondary: END 70, HUM 80, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC 13, RES 18, STUN 35, HITS 70 (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Gosu 5, Mecha Weaponry 4, Mecha Combat 4, Gather Information 5
Psionic Powers: Telepathy 3
Psionic Skills: Telepathic Send 3, Psi Sense 3
Perks/Talents: Solugi Inbit, Beautiful 4, Ally 2 (Scott Bernard), Ally 1 (Refles)
Complications: Outsider -10

Aisha is the last main character introduced into series and has a dark secret unknown even to herself, the fact that she is the first humanoid Inbit created by the Refles. Originally sent to spy on Stick Bernard's group, during her insertion into the team she is hurt and loses all of her memory. Believing her to be simply a wounded human female, the team takes her in and cares for her. She has no memory despite quickly picking up how to talk, and she instantly appeals to Stick due to her resemblance to his dead fiancée Marlene, which in fact causes him to emerge from melancholy and save the group. With it not apparent when or if she would remember even her name, Yellow suggests naming her Aisha. Through them she learns human customs and emotions, and eventually falls in love with Stick. Just before the final battle of the Third Earth Recapture mission, Aisha is hit in combat and bleeds green blood, standing right next to a humanoid Inbit also bleeding green blood. Though shocked when she rediscovers that she is an Inbit, Aisha recovers and manages (along with Sorji) to convince the Refles to flee Earth rather than fight to the finish, something that would of resulted in the death of both races.

Gender: Female
Height: 5'9"
Weight: 112lb
Occupation: Stick's girlfriend / civilian

Marlene Rush

Role: Mars Force Bridge Officer

Stick Bernard's fiancée's, Marlene was killed when her Horizont entered Earth's atmosphere too fast trying to escape the Inbit in the disastrous Second Earth Recapture Mission. She gave Stick a holo-pendent with a message to give him hope. The Solugi that the team discovers and later names Aisha, looks very much like Marlene.

Colonel Johnson

Role: Mars Force Pilot

Decorated Mars Base commander and pilot, Johnson took part in the small skirmishes between the various colonies in the solar system, a hero to the many back home (Including a young Stick Bernard). Thought killed during the First Earth Recapture Mission, Johnson brought hundreds of soldiers to "Soldiertown" to prepare an attack against Reflex Point by capturing fuel cells from the local Inbit hive. In reality, he was slowly leading men and mecha to their deaths at the hands of the Inbit in return for the cells,

keeping the conflict on both sides at low levels and coming back a hero every time. After Ray discovers his secret, he realizes that he was betraying the hopes of those he fought for and saves the group at the cost of his life.

Shinobu Takeuchi

Role: Mars Force Military Specialist [reconnaissance]
Stats: INT ?, COOL ?, PRE ?, EMP ?, AGIL ?, TECH ?, STR ?, BOD ?, ATTR ?, MA ?, EDU ?, LUCK ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Hand to Hand 3, Automatic Weapons 4, Interrogation 4, Survival 5, Intelligence Gathering 6, Stealth 5, Resist Torture/Drugs 4
Perks/Talents: Rank ?, Membership (Mars Force) 6
Complications: ?

A survivor from the scout force of the Third Earth Recapture mission, Shinobu Takeuchi's job was send vital information back to the fleet and to clue the forces on Earth on what would soon happen. She was doing just that while her friends were fighting and dying, without lifting a finger to help them. After getting Stick's group to fight the Inbit for the camera, Shinobu was hit while filming footage of a humanoid, Solugi stage Inbit pilot and died soon after realizing that blindly following the mission has its price.
Gender: Female
Occupation: ?

Rainy Boy

Role: Mars Base Infantry
Stats: INT ?, COOL ?, PRE ?, EMP ?, AGIL ?, TECH ?, STR ?, BOD ?, ATTR ?, MA ?, EDU ?, LUCK ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?
Cybernetics: cyberarm (right), cyberleg (right), torso replacement (right half)

Formerly a Mars Base soldier, the man who would later be dubbed with the name Rainy Boy was captured by the Inbit while his friends made no attempt to save him. The Inbit experimented on him replacing the right side of his body with a cybernetic replacement to see how much pain and mistreatment a

human body could stand. He was released by the Inbit, who made him a deal – if he kills 100 soldiers, they will return his body to its original state and let him go on his way. He struck up a friendship with Houquet and died saving her life, a friend who was willing to die to protect her other friends and even Rainy Boy. Incidentally, Stick was slated to be his 100th soldier to kill.
Gender: Male
Occupation: ?

The Refless

Role: Supreme Ruler of the Inbit
Stats: INT 15, COOL 15, PRE 20, EMP 5, AGIL 10, TECH 10, STR 20, BOD 24, ATTR 10, MA 20, EDU 1, LUCK 10
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

The supreme ruler of the Inbit, The Refles has one overall goal, the evolution and survival of her race. Intelligent and ruthless, she is completely intolerant of humans, who she believes are at best mindless rats who have no right to live. What the Refles doesn't realize, however, is that her will to keep her race alive and evolving has blinded the Inbit to the fact that humans show just as much intelligence and innovation as her children. Sorji and Aisha are eventually able to convince her of this, and she chooses to leave Earth rather than continue a war that may destroy both races.
Gender: Female
Occupation: ?

Sorji (Solze)

Role: Solugi Inbit Pilot
Stats: INT 4, COOL 4, PRE 4, EMP 4, REF 5, DEX 5, TECH 3, STR 4, BOD 3, ATTR 6, MA 4, EDU 0, PSI 3
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Gosu 6, Mecha Weaponry 5, Mecha Combat 5, Awareness/Notice 6, Authority 5
Psionic Powers: Telepathy 3
Psionic Skills: Telepathic Send 3, Psi Sense 3
Perks/Talents: Solugi Inbit
Complications: ?

Along with Batra, Sorji is the result of the Refles' second attempt to create a humanoid Inbit. At first a cunning and ruthless warrior, she eventually falls prey to human emotions and begins to fall in love with the rebel named Yellow. Although she has trouble understanding these newfound feelings, she eventually realizes the futility of her races' actions and helps Aisha to convince the Refles to flee Earth, remaining behind with Yellow. Sorji provides an alien love interest for Yellow, also proving instrumental in convincing the Refles of the error of the conflict.

Gender: Female
Height: 5'10"
Weight: 125lb
Occupation: ?

Batra (Battlar)

Role: Solugi Inbit Pilot

Stats: INT 4, COOL 3, PRE 4, EMP 2, REF 7, DEX 7, TECH 3, STR 5, BOD 5, ATTR 4, MA 5, EDU 0, PSI 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Gosu 8, Mecha Weaponry 6, Mecha Combat 5, Awareness/Notice 6, Intimidation 6
Psionic Powers: Telepathy 2
Psionic Skills: Telepathic Send 2, Psi Sense 2
Perks/Talents: Solugi Inbit
Complications: Obsession (kill human resistance) -10

Another Solugi Inbit created by the Refles; Batra also falls victim to human emotions like Aisha and Sorji. However, instead of friendship and love Batra learns hate and aggression, and directs his violent feelings towards his enemies. An extremely skilled fighter, he is responsible for many deaths during the final battle and almost succeeds in killing Yellow, Houquet, Ray and Stick. He is finally defeated and killed by Stick Bernard in the final episode.
Gender: Male
Height: 6'2"
Weight: 180lb
Occupation: ?

After the War

Stick & Aisha remain a couple.
Ray and Houquet become a couple.
Yellow continues touring with his band.
Sorji settles into a peaceful civilian life.
Jim ??
Mint ??

Chapter 8 – Into Macross

This chapter includes notes and suggestions for bringing Mospeada into a Macross canon storyline.

Option 1 – Instead of being set on Earth, the Mospeada setting could take place on a distant colony world. The Inbit invaded the colony, and instead of the reclamation forces launching from Mars, they could be launching from that colony's moon or the next planet of the solar system; possibly even from Mars if the colony is close. The Inbit are not likely to be a relic of the Protoculture (the Protoculture preferred proxy warfare with troops that look like them). It's not improbable that the Inbit could have been engineered by some rogue faction of the Protoculture as a variant Zentraedi series weapon, or that they were simply another life form from the edge of the galactic rim. However, keeping in line with the actual story, the Inbit were from another galaxy completely anyway; possibly a degenerate offshoot of the Vajra.
Option 2 – Use parts of it. The Mospeada would most likely be an instant favorite for UN Space Marines and special ops personnel. The Legioss and Tread could be the first steps into researching variable fighters that can combined to maximize combat capability.

Resources

Thank you everyone! Here is a list of places I have drawn information and images from to compile this RPG and sourcebooks. There are several other sites I have drawn upon that are no longer there, or I have simply forgotten which ones they were. All of

these are great websites for additional pictures and information for using Genesis Climber Mospeada in other game systems, so please visit them.

Ultimate Mospeada Site	http://members.optusnet.com.au/~cyc01/index.htm
Gears Online	http://www.gearsonline.net/series/mospeada/